LOADING

Connect the Dragon to your cassette player as shown in the Dragon manual.

Mountains of Ket
Rewind tape to the beginning of Side 1
Type CLOADM and press ENTER
Press PLAY on your cassette player

Temple of Vran
This program begins approximately ½ way through Side 1. (It is useful to note the tape counter number after Mountains of Ket has loaded).
Type CLOADM and press ENTER
Press PLAY on your cassette player

The Final Mission
Rewind tape to the beginning of Side 2
Type CLOADM and press ENTER
Press PLAY on your cassette player

Each program will run automatically when loaded.
If a program fails to load, rewind the tape, adjust the volume level and try again.

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 a 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 existence. They base their attacks from an evil place, the **Temple of Vran**. 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.

About You

Just two weeks ago you were framed with a murder and sentenced 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.

INCENTIVE

THE KET TRILOGY

DRAGON 32

THE COMPLETE ADVENTURE CLASSIC

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

Edgar says "Don't just kill everything!"
Once inside the Mountain - Leave valuables in a safe place for a massive score?

Don't leave anything useful in a different time zone - you may not be able to return!

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

Beware of One Way Doors!

100%
On completing 100% of each adventure, part of a message will be revealed!?!

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The full range of Incentive Software is detailed in our latest price list. For a free copy send a stamped addressed envelope to:
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Reading RG1 4SQ

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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!!

Part 2 Temple of Vran
Exhausted, you have just reached the far side of the **Mountains of Ket**. During your travels you were able to secure 4 magical items, a scimitar, a ring, a suit of armour and a wand. To pass the final guardian, a huge Zombie, you had to have all of these items, you were then able to make your way down a flight of stairs. Just as you thought you had made it the Zombie grabbed back the wand. As you ran down the stairs towards a glint of daylight the Zombie rolled a huge boulder into the tunnel behind you. You are now forced to go on...

Your mission in this part of the Trilogy is to reach the Temple and once there to put an end to all of its evil occupants. You are told that the Temple is somewhere to the east, although it may not be on a direct route. Many of the items you find on your travels will assist you in your task. Try not to waste any as you may need them.

It has been rumoured by the people of Ket that the Goddess of Love, Aphrodite, also hates Delphia because Delphia is so beautiful. Aphrodite may be able to help you kill Delpia -if you can find her!

Part 3 The Final Mission
Exhausted, you made your way through the **Mountains of Ket** and finally located and entered the **Temple of Vran**. Once inside you cunningly brought about Delphia's demise. Using her magic sceptre you found the secret entrance and a flight of stairs leading to the lower Temple. As you descended the stairs you were enshrouded in gloom and the air thickened. You recall a blow to the head. Hours later you awaken... stunned...

This is the concluding part of the Ket Trilogy and herein lies death or glory. You now face the evil Vran Verusbel himself in his inner sanctum which is located beyond the five enigmatic Gate Guardians.

Not only must you defeat him but you must also secure your own route to freedom.

HOW TO USE THE ADVENTURES

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	EXAMINE RING	BUY LAMP
GO NORTH	DROP SWORD	STAND ON CHAIR
COUNT COINS	SAY HELLO	THROW AXE
CLIMB DOWN		

Special Commands...

INVENTORY	List 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 later on.
QUIT	Ends the game and lets you begin again.

Most commands can be abbreviated i.e. INVE 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 catagories: 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 up at any time using the STAT command. The higher your statistics the better!

COMBAT
To enter into combat you must have a weapon. If for some reason you get into a fight then a special combat screen will be displayed. This will show both your abilities and (Thanks to Edgar) 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 your prowess and that of your opponent is compared. 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 a chance to dodge-this is where your luck comes into play. The more you have the more chance you have of dodging.

COMBAT (Temple of Vran only)
If you engage in combat whilst playing the Temple of Vran you will need to prepare a weapon e.g:

PREPARE SWORD (ENTER)

your prepared weapon will be indicated by a diamond. N.B. this only applies to the Temple of Vran.

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 filename and start the tape recording. Press a key and the game will then be saved in two short parts.

To LOAD a previously saved position, LOAD the main program, type LOAD (& press ENTER), then play your data tape. When loading is complete you can then continue from the saved position.