

KOBYASHI NARU



KOBYASHI NARU: The final trial for those who would be one with the immortals.

Stepping warily over the threshold you gaze in awe at the Golden Avenue of the Gods which stretches before you. Both sides of the Avenue are lined with statues of the great rulers of the past, the Mighty Andurin, leveller of the Worlds; the beautiful Demelza who according to legend destroyed her enemies with a single glance and Ruler of all the Gods, Metatron the Magnificent.

"Cadet Potemkin" barks a voice. You turn to face your Commanding Officer. "The time has come for you to commence the Naru, go now for the challenge will soon begin".

Days stretch into weeks as you hurtle across the galaxies toward your destiny – the tiny world of Ygor where the test awaits you. Eventually your destination comes into view on your landing screen and you guide your ship safely down to the planet surface. Stepping out of your craft you find yourself in a strange chamber. You have no idea what you are about to be confronted with, save the fact that you must overcome the three tests of the Naru before you are allowed to leave the planet. Only those who pass the test can go on to become the Guardians of the galaxies, free to roam where they please.

You stand in the closed chamber, waiting for the first command. If you succeed and complete the Naru in all its phases you will have the knowledge and power of those who have transcended the need for life itself. Failure results in extinction.

Ahead of you are three doors and behind you a closed portal, the only means of leaving the planet. It will not open again until you have completed the three tasks of the Kobayashi Naru and obtained the required objects from each. To help you, you have your wits and very little else. The standard wrist terminal you're wearing may be able to analyse certain items and provide you with useful information, but its use is limited.

A chime sounds and the Naru has begun.

PLAYING THE GAME

Press fire on the title screen to start. Move around the verb icons and note that each one is highlighted in turn, with the meaning of the icon appearing in the verb window. The entire game is played using these icons so it is worth becoming familiar with their meanings as quickly as possible. The message window will scroll across exits from any given location and any objects present. Keep an eye on it! It is also used for displaying a variety of different messages; as you progress through the game – or not as the case may be.

To choose an action, highlight the icon by moving onto it and press fire. Some icons act only on that single word:

QUIT	this restarts from the beginning.
INVENTORY	list the items carried.
LOAD SAVE	sends you into the load save screen.
THE ARROWS	move you in the specified direction.

Some icons place you into the object window ie. EXAMINE, ACTIVATE, GET, DROP, USE and THROW. Selecting one of these results in the location graphic clearing and the object window appearing. The blinds will open showing an object. If you don't wish to act on this object, move the joystick up or down to scroll through the available objects. Pressing Fire. The description of the object is placed in the noun window. Note that the icon THROW then places you in the text window. You must specify where you want to throw the object.

NB the EXAMINE command acts on objects in your possession. If you wish to look all things described in the text you should use the ANALYSE command.

All other commands place you into the text window. The selected verb icon decolours and the first word in the text window illuminates. Use the joystick to move along or down. Note that if you are in the middle of a line and move down, the highlight goes to the first word on that line. The illuminated word is also placed in the noun window so that you can see at all times what you are trying to do. Pressing fire selects that word and the full command is then executed.

If at any time during play the border should turn to red, you have died and pressing fire will restart the game. The command ACTIVATE is a toggle switch, first use "on", second time "off" etc.

THE LOAD SAVE ICON

Use the cursor keys to highlight the icon you

require. Select the Load Save Icon and press RETURN. You will then be asked if you want to LOAD (L) or SAVE (S), select which you want to do. The areas you are able to load or save are numbered 1-8 and you can save up to 8 games. When the operation has been completed you will be returned to your game.

HINTS

Be very sure the path you're on isn't the garden one! The three doorways lead to three separate quests. It doesn't matter in which order you attempt them but once you enter a door you cannot return to the Games Room until the quest object is in your possession.

Exactly what that is you must discover for yourself.

CONTROLLING THE ADVENTURE

Use cursor keys for movement. RETURN – FIRE

LOADING INSTRUCTIONS

Insert disc and reset machine. Program will load and run automatically. When title screen appears press a key.

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You stand in a closed chamber on the world of Ygor, a candidate to the Order. Sent here by the Overlord of All, you must complete the Naru in all its phases. Success will bring you the knowledge and power of those who have transcended the need for life itself. Failure results in extinction.

Ahead of you there are three doors and behind you only a closed portal, off the planet. It will not open again until you have completed the three tasks of Kobyashi Naru and obtained the required objects from each. To help you, you have your wits and little else. The standard wrist terminal you're wearing may be able to analyse certain items and provide you with useful information, but its use is limited.

A chime sounds and the Naru has begun ...

FURTHER INSTRUCTIONS INSIDE



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