

LEGEND of DUJEL

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LEGEND of DUJEL

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1 - THE LEGEND



At that far away time in History, when the glebe was still our caring, yet ungrateful mother, there was a land whose borders were protected by high mountains, and whose existence few people knew of. Lying serenely at the heart of a narrow valley, beauty and luxury vied with each other in this land where the climate was mild, life was sweet, and you were in the **KINGDOM OF THE ASHES...**

At the hour when the fireplace made peasant's shadows dance on the walls on their cottages, the Ancients told, in a low voice, the story of the origin of their kingdom's name. "It was long, long ago that our valley saw, for the first time, the appearance of that strange creature we call Man. The sun had hardly cooled down yet, when a nomadic tribe set up camp on the river's edge. The evening glow shone faintly on their haggard faces; they had just crossed, after innumerable perils, the mountain which separated them from Eden. Their chief, **HOKRAM**, had led them to this idyllic place, they settled there, built dwellings and edifices, cultivated the fertile, generous soil, brought up children and became a rich and prosperous race



HOKRAM, respected by all, was elected master of the kingdom, for his wisdom was appreciated as much as his extraordinary powers : **HOKRAM** was a wizard !

But one night, this paradise was to be turned into a hell : the whole country began to quake, gigantic cracks broke open the ground, from where boiling, devastating lava sprang out in fiery jets. The mountains bordering the kingdom spat out heaps of grey ash... when the Earth's belly had ceased to rumble, the former paradise was nothing but ruins and desolation...

The exhausted survivors banished **HOKRAM**, blaming him, as he was a wizard, for all the evils that had just struck their land, this land which they decided to call henceforth the "**KINGDOM OF THE ASHES**".

The bravest of them stayed to rebuild their cottages and once more cultivate the soil which, enriched by its ash fertiliser soon began to sprout oats, wheat and barley, fruit trees and lush grass. But **HOKRAM** was never seen again, and gradually, the memory of that fearful time was erased from the peasant's minds..."

This legend was handed down from father to son, but no one living the daily life of this peaceful valley, was really convinced that such a disaster could ever have happened, even many centuries before.

And so the story became merely a charming way for the parents to get their children to sleep. Until the day when an eagle-eyed old man showed up in the kingdom, claiming to be **HOKRAM** !!

For some time the village was just a mixture of superstition, fear and mistrust : this man was asking for sanctuary ! He couldn't be **HOKRAM** aged several centuries old ! It must be an imposter ! And if he were really **HOKRAM**, the one from the legend... Gradually, their minds were calmed, and they agreed to give the stranger an old tumbledown shack which stood in ruins at some distance from the village. Common sense told them they were right : the stranger was a madman...

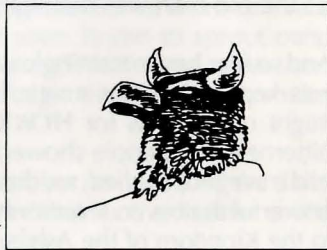
But mistrust was soon stirred up again with the pale glow which, on some nights, haloed the old man's abode, and the throbbing, echoing incantations that could be heard as far as the village, and became shared by all when a boggle-eyed gnome was sometimes seen muttering an unknown language on the wizard's doorstep. From now on there was no doubt about it : the old man was definitely **HOKRAM** !

And so fear began to mingle with mistrust and sparked off hostility. The man was kept at bay, his magic frightened them - some dreadful vengeance might occur... As for **HOKRAM**, he didn't hold in his heart the same bitterness that people showed to him. After being chased from his land, he had travelled, studied, meditated, discovered and become wiser and more powerful than ever. It was only home sickness that had forced him to return to the Kingdom of the Ashes, thus obliging him to leave his companion,



the faithful gnome **PETROY**, his friend and counsel who sometimes called to see him, the villager's suspicion of him deeply wounded his soul. His wisdom guided **HOKRAM'S** works and in this way, haloed by the nocturnal glow which the simple peasants feared so much, the **GREAT ALAMBIC**, enchanted **distiller of unknown powers, was born.**

Some years later, **HOKRAM** got married in a magical rite to **ESABELLE**, a witch from the lands beyond, and brought her to his home. This only served to increase hostility and suspicion until one night in Spring when their child, who was to be called **DJEL THE MAGICIAN** was born. The baby grew in strength and wisdom, for his parents taught him everything they had learnt throughout their long lives. As a teenager he could transform himself as he liked, mixed potions and decoctions and discovered numerous remedies against spells which might be cast upon him... Later, **HOKRAM** forged a statue : a man with an eagle's head crowned by bull's horns which enabled his son to travel in the guise of a spirit : for all the knowledge that **DJEL** had acquired could never fill the void which gnawed his heart : solitude.



2 - THE WIZARDS

Thanks to the powers of this statue the apprentice wizard began to travel, first in his home land, then accompanied by **PETROY** the gnome, beyond the mountains surrounding the **KINGDOM OF THE ASHES**. There, he discovered other territories where other wizards were operating.



He got to know **AZEULISSE**, the mistress of the **LAND OF 100 COUNTRIES**, a skilful, authoritarian magician whose charming daughter made **DJEL'S** heart throb by her mere presence. **AZEULISSE**, touched by their romance, tolerated **DJEL'S** presence in her kingdom. He learnt to appreciate this impressive and generous mother and knew that, if he passed his hand across the oil lamp which always burned in an alcove in the main room, **AZEULISSE** sometimes answered to his call, but if, by some misfortune, he should approach her throne, the offence would be enormous ! One morning, all alone in the castle, patiently awaiting the one who had captured his heart, **DJEL** caught sight of an image in a mirror which was not his own, but that of a serious sharp featured man who introduced himself as the guard to **AZEULISSE'S** kingdom. They spoke for a while and **DJEL** learned that his powers were great enough for him to be the only guard, protecting the whole country : he was the eye of the 100 countries...



PETROY introduced him to other wizards, **TH-EROS**, a powerful, aristocratic magician whose status was only due to his wealth and who appeared when the runic writing engraved under his throne was read out : "see these flames : their magic begins when you put out the one that's burning and light the one that's asleep", remarked **PETROY**. **DJEL** rarely came to this strange place. He walked around the well of boiling lava and lightly touched the salt statue supporting the roof of the cave. "Maybe you will meet **THEROS**'s friend Creor, the wanderer, with his fearful curses, who gave him shelter in this cave one day, just below the window. His counsel is of value, don't forget that," **PETROY** added.

"And here is **KAL**, the pauper, whose only possession is his calm nature, the quietness of his little retreat and the **YOL** the talisman which gave him his wisdom."



3- THE SURROUNDING COUNTRIES

Then the gnome took **DJEL** on an initiation course by which he introduced him to the secrets of each country they visited, for, as he put it, : "The powers of the statue that **HOKRAM** made for you, and which enables you to travel, are endless ; you will have to handle it carefully if you wish to keep to your guise. I'm going to teach you the sacred laws of each country in order for you to avoid any pitfalls which, when added up, could be fatal".

They began by the **LAND OF THE GLADES**, a vast forest of enchanted trees whose fruits sometimes taste bitter. **PETROY** showed **DJEL**, the inscription engraved on the wall of an old, mossy well : "Yokel, I can offer you Good as well as Evil. Be aware that, in this forest, water gives stone, wood gives advice, the prisoner his good heart, but the little master of this place will do what seems right to him".

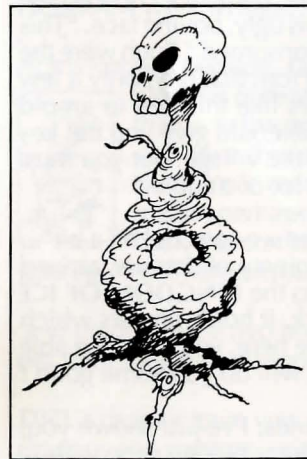
The two travellers reached the scarped banks of the **OCEAN OF PEARL**. This coast was guarded by a cantankerous, spiteful old man. The gnome explained that the old boy, whose back had been bent by the years, could only defend himself these days by means of a magnetic aura, pushing intruders out of reach. "But this man could be useful if you know how to approach him, for his knowledge is great, I'll show you how to go about it". With these words, **PETROY** approached the hanging bridge



which allowed pilgrims to reach the neighbouring isle and was violently pushed away, falling stunned against a sharp-angled rock which, by its magic, began to hurl abuse at the already suffering gnome. With dignity, he brushed down his old togs and continued the lesson : "You see this idol, you must now implore it, and the old man will appear..." **DJEL** did as his friend had advised and the guardians of the kingdom appeared. "Who are you to have the impertinence to disturb my sleep ? Go and make a din somewhere else !" and crowned with a spray of sparks, the two intruders were projected into...

THE LAND OF THE RIVERS OF FIRE. PETROY, somewhat angered by his pupil's amusement, showed him the cave which lay gaping in the side of a cliff, and told him that the master of this land stayed there from time to time. The latter protected the entrance to the cave by means of an invisible barrier which needed to be forced in several stages. But, not wishing to suffer the same injuries again, he no longer tried to prove his words, preferring to summon the genie of the volcano by rapping his cane on the side of a crack engorged with boiling lava. The genie appeared, in a whisp of sulphuric gases, muttering these strange, but welcoming words in a foreign language : "Hail to you **DJEL**. I am **ATREM**, and this is my faithful servant, **LORIS**" - a small monster with terrified eyes had furtively drawn near to them. "I live in the heart of the Earth, where rocks are still liquid and flowing. I am as old as the hills and my knowledge is widespread. If you wish to pick my brains you can find me **wherever there is boiling lava** ; I shall be flattered to answer you." and **ATREM** sank into the magma of the crevasse as **Loris** dashed quickly away.

As they set off again, **PETROY** told his companion about the powers of the character they had just met : "One day, when his anger was triggered off by an offense made to him by a neighbouring country, the **LAND OF EVERLASTING THIRST**, he let loose the volcanoes and lava covered half the lands in the kingdom ! Most of the inhabitants were buried alive and the few survivors had to drench themselves continuously in order to put out the flames which licked unceasingly at their bodies. They say that, if you stir up the three flames which still burn here, you can sometimes make contact with the master of the land buried beneath a heap of solidified lava.



You see, my friend, the kingdom we've just reached : these are the **MOVING LANDS**. The magician who rules this place could be helpful to you but he is very moody and demanding. Before gaining his help you will have to be put to the test : to create a landscape which appeals to his taste ! You see that tree trunk crowned by the skull of a miserable wretch who upset the magician ; if I touch it, it will vanish into thin air and take the place of the stump you see there. I can do the same with each item in the landscape and so change it as I wish ! Every object that you put in a place agreed by the magician, will be seconded by lightning, your ally. But beware, **DJEL**, for even if you

have satisfied the demands of the master of the **MOVING LANDS**, you will have to watch out for flames : their tongues are poisonous." With these words, they left the fiery heat to get to a cooler, calmer place : the **KINGDOM OF THE MARSHES**, which they crossed without any trouble, and **PETROY**, rapping his cane against a rock just below the water's surface, called out the one who lived there and who seemed to **DJEL** to be very mischievous.

They reached the opposite side and discovered a ruined village, all aflame... **THE LAND OF THE ARCH**. Inextinguishable fire had been ravaging the land ever since **CREOR**, the wanderer, had put a curse on the villagers who had refused him hospitality due to his ugly, bovine face. "This fire will die out only when your hatred has been consumed." Such were the words of the curse inflicted upon the Kingdom. From that day, only a few reptiles could live there, finding shelter in places like this den in an old ditch, covered by a bronze grill. "A clever snake could give you the key to enable you to visit the last surviving mortal in the village, but you must never disturb him twice - that would cost you a lot of trouble."

"Come on, let's leave the furnace for a place where we can cool off a bit"... The two friends continued their way, and, after plenty of detours, arrived at the threshold of a cave marking the entrance to the **KINGDOM OF ICE FLOES**. You see the crystal embedded in the rock, it holds powers which will be let loose if you touch it lightly. If you come here, you won't be able to avoid them, so face them courageously and it will do you some good !

These jousts will mark the way through all the lands, I've just shown you, and sometimes it will be marked by objects with traps hidden deep within.

deep within. But you will always have a choice of weapons : the strength of your mind or the brute force of your arms ! Go now, you may return to the **KINGDOM OF THE ASHES**. I've told you all I know, from now on you must use your own judgement. Farewell !"

4 - THE TIME OF THE GREAT DISASTERS

All these adventures gave **DJEL** the maturity he was lacking, and made him into a competent magician. Gradually his powers grew, but were never strong enough to take him through the difficult time ahead : **ESABELLE** and **HOKRAM** were dying...

At his father's bedside, **DJEL** heard his last words : "My son, I am in the clutches of death and this must be so, for I have lived many years thanks to the power of the **ORAH**. Now that you're an adult you will have this power and it's your turn to live for many centuries... Your mother and I are leaving for a kingdom beyond all matter, perhaps you will join us there one day... Go and try to win back the confidence of the people in our land, if you have the courage". The halo surrounding his parents bed grew to a blinding intensity

and gradually the two bodies became more and more transparent until they had disappeared completely...

DJEL's despair gave way to disgust and anger. He conjured up dragons and gorgons, spitting out fire and tears above his house.



He called up deformed monsters and characters with gargoyle-like heads, spewing out the suffering of his heart until he was exhausted. All this, in a vain effort to bring back to earthly life his beloved parents who had departed into another world. But one misfortune is rarely alone. From the disaster which followed **HOKRAM's** arrival in the **KINGDOM OF THE ASHES** a whole series of them was born to accompany his departure.

A short while after his disappearance, a deadful misfortune came about in the country. The people were struck by famine and desperately tried to harvest the fruits of their labour : fields were devastated, barns were pillaged and the corn sacks were as empty as a well in the desert. The few starving survivors caught a terrible sort of incurable plague. Everything was in short supply : food, clothes, sunshine and candlelight. The people, faced by these awful events did not relinquish their efforts to save the population. But they found it impossible to make more babies ! Of course, at first the evil was attributed to **DJEL**, just like his father before him - but the sages of the village held a meeting and decided that the problems could be coming from elsewhere.

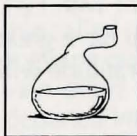
They learned that **AZEULISSE's** daughter, from the **LAND OF A HUNDRED COUNTRIES** had disappeared and that a spell had been cast to prevent any children from being born, that **THEROS** had caught some dreadful illness - hence the widespread epidemic whilst he tried to find a cure for his own disease ; and that **KAL** was not unable to keep his oppressed people from pillaging the harvest in his kingdom.

And so, helpless before the strength of these destructive magicians, the Council of Sages called for the supreme solution. To fight Evil with Evil. They beseeched **DJEL**. "Only you can solve our troubles. You have great power and you are our only hope. You can be sure that our gratitude will be enormous if you put an end to our suffering."

These words soothed the wounds of **DJEL's** heart. The people whom he loved were asking his aid, he, whom they had always rejected, scorned and mistrusted. He remembered the hope given to him by his father : "Try to win back the confidence of the people in our land." Had not the time come to do so ?

5 - DJEL IN HIS DEN

DJEL's home, which is from now on yours, holds many powers... All you have to do is to choose one of the countries, it offers you in order to arrive there without difficulty. But beware ! If, through lack of attention you are bewitched in one of these countries, a spell will change you into a hideous stinking monster... You will be sent back to your home with no chance of getting out again and your powers will be suspended.



But you are ready for everything ! **THE TEST-TUBE** contains a solution designed by yourself (two parts skinned-alive toad's sweat to one part of crushed skull powder, shaken well together and allowed to ferment). This liquid will give you physical stamina and powers but don't abuse it as the antidote is in short supply....

A few messages from neighbouring countries will reach you by means of the **CRYSTAL BALL**. Don't ignore it, it is the source of knowledge.

If your memory fails, the **JAR** with the head of a conquered dragon swimming in it, will help you out. All you have to do is select it, then choose the subject you are looking for : **AZEULISSE, THEROS, KAL** or your own trunk. In the latter you will find :



- objects you have acquired throughout the game : the Diadem, demon's dagger, nymph's eye, fruit of the forests...
- your powers : limited in number. During the game you will be able to gain or lose some. They represent your supplies and life points.
- your candles : there is one on your table and you can acquire up to two. But beware ! Their duration is limited...
- your wealth : in gold coins as well as the number of bats and lead crystals in your possession.

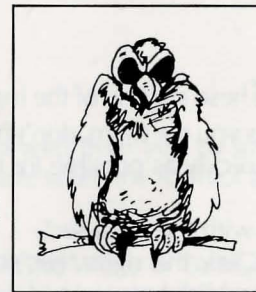


Your opponents have each left you a **STATUETTE**. So you can go into their kingdom at any time. But don't lose these statuettes : you can get them back again, but only at great expense.

Fresh air relaxes even the busiest minds, so go and admire the landscape laid out before your **WINDOW** when a silhouette is cut out in it. You will get plenty of surprises, maybe good, maybe bad.

- If the pokiness of your den makes you claustrophobic, you may go and visit other lands by means of the **ATLAS** that you have acquired. Open the book by clicking over it and select the country you wish to explore from the left hand page, or flick through it at your leisure by clicking over the right hand page.

But **DJEL** is a magician with widespread knowledge and as such, has a devil of a library, guarded by a watchful owl who will warn you of any presences in your home. Don't hesitate to go into the library - your research could prove fruitful... there, you will discover the **GREAT ALAMBIC**, with its open jaws, **HOKRAM'S** great creation. If you have the right ingredients (3 bats + 1 lead crystal = 10 gold coins) the magic will work...



6 - HAGGLING

If some miser offers you a bargain, you had better have some gold ready (thanks to your magic powers you will have produced some) and haggle firmly. 3 lots of coins are available to you, one pile of 100 of 10 and one of a single coin. Make your offer by clicking over one or more piles then confirm by clicking make your offer by clicking on the money bag (the right hand dial shows what you are offering, the left hand one shows how much money you have left. Beware ! You can only have three tries !

You may refuse to haggle by clicking at the right of the screen with the "no symbol" (thumb downwards) or, on the other hand, accept, by clicking at the left of the screen with the "yes" symbol (thumb upwards)

7 - THE BATS

These are one of the ingredients which enable you to make gold. As soon as you see them, don't hesitate to catch them by putting a spell on them (as quickly as possible for they are swift creatures...)

- with the "mouse:"

-Click the right "ear" of the mouse to fire (within limit of powers and supplies.)

-Click the right "ear" of the mouse to give up.

-On the keyboard:

-Use the left/right directionnal arrows to move.

-Press the **ENTER** button to shoot(within limit of your powers and supplies).

-Press the **ESC** key to give up.

8. DJEL IN ACTION

Desperate fights against monsters and dragons will be imposed upon you and your success will depend on your courage. At the moment of confrontation you will be projected into. The combats will be put before you in the places your research, by chance, loads you to, but to win them you must understand this.

8.1 CONFRONTATION BY FORCE

8.1.1 - The rules

The jousting zone is thus composed :

- Your opponent is at the right of the screen, separated from you by an invisible, impenetrable wall... you, yourself will have taken the form of a monster with fantastic powers.

- You will be able to turn yourself into a dragon of Fire, Water or Earth... but your opponent has the same power so Be Careful ! Note that fire (red

dragon, fire symbol at the bottom of the screen) is stronger than earth (green dragon, spherical symbol, water symbol) but that earth soaks up water (blue dragon, water...) whereas water puts out fire. So, fire is superior to earth which is superior to water which is superior to fire !



- You must eliminate the enemy by spitting balls of fire (in 8 positions) and wounding him while you are in a more superior position than his own. But if you are in an inferior position you will still out do him by striking him several times to change his form ! If you are the same colour as your opponent, note that with each hit of a fire ball the supply of life points for both of you will be recharged.

Finally, take note that each injury makes you or your opponent lose one life point ! Your total life points at the beginning of the game is equal to the number of your Powers.

- To transform yourself (the best strategy is to choose a guise which will be to your advantage!) you must click over the "crystals".

- . the red triangle will turn you into FIRE
- . the green diamond will turn you into EARTH
- . the blue square into WATER

- But each crystal you use will become inert ; plan ahead ! Inert crystals will reactivate themselves thanks to the balls of energy. These are magnetised at each rebound and, in the end, can recharge a crystal again ! However, you will be able to discharge your opponent's ball of energy, by hitting it

with lightning in order to stop him from reconstituting his crystals !

- If, however, your only remaining crystal does not correspond to a form you wish to adopt , note that you can change it by firing at it several times ! But beware of rebounds !

8.1.2. The commands

With the keyboard

- to move : directional arrows left/right/top/bottom
- to fire : top left = letter **Z**

top	= letter E
top right	= letter R
left	= letter S
right	= letter F
bottom left	= letter X
bottom	= letter C
bottom right	= letter V

To absorb a crystal, position yourself over it and press the space bar or the **ENTER** key.

With the mouse

To move , move the mouse in the direction required.

To shoot, in 8 directions : move the mouse in the direction required and click the left ear of the mouse to absorb a crystal.

8.2 CONFRONTATION BY MIND

8.2.1 - The rules

The jousting area is thus composed :



- A grid on which your opponent is represented by a skull, and yourself by an eagle's head.
- You must try to isolate your opponent by closing in on him so that he cannot move in any of the 8 directions :
- At each turn you must make two actions :
- Move one space in one 8 directions,
- Click on one of the spaces around your opponent which will reveal a corresponding of the country you are in.

But be careful ; your opponent does the same, and, if you don't react quickly enough, he can play twice. The first one to no longer be able to move into an adjacent square will lose the match.

8.2.2. The commands

With the keyboard

- To move use the 8 directional arrows on the numerical keyboard.
- To block in your opponent position your power-slide over the space you want to uncover and press the **ENTER** key.

With the mouse

- To move, position the hand slide over the space where you wish to go and click with the left ear of the mouse.
- To block in your opponent, position your power-slide over the space that you want to uncover and click the left ear of the mouse.

9. AUTHOR'S ADVICE

You must succeed through cleverness, wisdom and skill in resolving the three problems which present themselves in the **KINGDOM OF THE ASHES** :

- To find **AZEULISSE's** daughter
- Make the potion **THEROS** is seeking
- And make the **GOLD** that **KAL** needs
- But all this will not be without hiccups as your powers and "clicks" are limited.

-Get to know your den : do not hesitate to look well around it. You have nothing to lose.

-Beware ! As soon as you go out of your den, the number of clicks is limited. This limit depends on the number of candles you have. The associated sound becomes lower, until it stops completely.

-Don't click just anywhere ! You must read chapters 2 and 3 of this notice very carefully, to identify the "most useful" areas.

- If, by chance, the intensive reflexion acting on your neurons throughout the game demands a period of rest, click the right ear of the mouse (or on the keyboard : press the **[ESC]** key). This will freeze the game.

*Once you have won the adventure game you will have direct access, from them on, to the "dragon" action phases. The **[F1]** key serves to freeze the match and the **[F2]** allows a second player to take the computer's place.*

May **HOKRAM's** spirit be with you and Good Luck **DJEL, you WIZAR !**

10. SETTING UP

ATARI ST - Insert disc into head and start up the computer. The software is self- loading

AMIGA - Insert disc into head and start up the computer. The software is self- loading

PC and COMP - Key in **DJEL** then confirm by pressing **[ENTER]** or **[RETURN]**. At the first usage a menu showing different graphic cards will appear. Make your choice.

11. TO SERVE YOU BETTER

We have taken great care in creating this software. However, if a mistake should have slipped into it, in spite of all our efforts, or if you have any comments to make to us with a view to possible improvement, do not hesitate to contact us. The modifications will be made to the next edition

Conception : Joseph KLUYTMANS, Muriel TRAMIS

Programming : INFERENCE

Graphics : Joseph KLUYTMANS

Music-Sounds : Robin AZIOSMANOFF

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