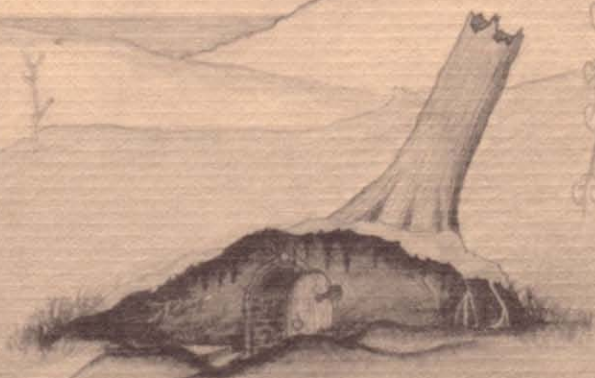


Oblique Triad Presents



Caladuril II

WEATHERSTONE'S END

Caladuril 2:

Weatherstone's End

System Requirements

Caladuril II requires a Tandy Colour Computer III with one diskette drive.

If this is your first play session

You are advised to make a backup copy of the **PLAY** diskette supplied with the **Caladuril II** package. The **BOOT** diskette is copy protected and is guaranteed to load for a period of one year from the time of purchase, and will be replaced free of charge during that period. A backup can be performed as follows:

You will need a freshly formatted diskette in order to backup **Caladuril II's PLAY** diskette. To make a formatted diskette, insert a diskette into drive 0 and type **DSKINI 0**. Remember that **DSKINI** will destroy all data on a diskette, so make sure the diskette you

use doesn't hold any wanted data.
Before backingup the **PLAY** diskette a write protect tab should be put on the write enable notch.

One drive system:

Insert the **PLAY** diskette into the drive and type **BACKUP 0**. You will be prompted to change diskettes.

Two drive system:

Insert the **PLAY** diskette into drive 0 and a formatted diskette into drive 1 and type **BACKUP 0 TO 1**.

To run Caladuril II

- Insert **Caladuril II BOOT** diskette in any drive.
- Type **LOADM "CAL2 [ENTER]**. The program will automatically execute.
- If you are using a composite monitor or T.V. press and hold the space bar until the title screen is displayed to ensure the correct colour palettes are used.
- You will be asked to insert the **Caladuril II PLAY** diskette. Press any key when the player diskette is inserted into the boot drive.

Be sure to leave the **Caladuril II PLAY** diskette in the drive you loaded from throughout the play session, since the game will make periodic references to the diskette to load pictures and new areas etc.

You are now ready to play
Caladuril II

What is an adventure game?

An adventure is a simulation of another reality (be it fantasy, science fiction or whatever) in which you, the player, control the actions of the central character. You will type in natural English commands, such as **ENTER DOOR** or **GET KEY** to direct the character, and the game will respond with the results produced from such actions. A decision you may make at the beginning of the game may affect the outcome of an event hours into the game. It is your task, as the player, to experiment and try to lead the character through the complex areas of the game, eventually to a successful conclusion.

Conventions and Tips

There are several often used conventions in adventure games and it may be helpful for you to know about them to play **Caladuril II**.

When approaching a door or other barrier (perhaps a rope leading upwards, or a hole in the ground) that seems open or at least unlocked, the convention is to use the command **GO DOOR**. **Caladuril II** also recognises **ENTER DOOR** and **PASS DOOR**. While **Caladuril II**'s verb vocabulary is quite large (over seventy), you may find it necessary to resort to such awkward constructions since it is difficult to phrase some ideas in just a few words.

When typing commands, **Caladuril II** will respond with "error messages" when it does not understand your input. If you think your command was a reasonable one, try rephrasing it. There is only so much space inside a CoCo III to dedicate to interpreting your commands, so some possible word combinations may not be recognised.

Do not be reticent about using large constructions, however. A command such as **GET KEY WITH**

THE LONG HOOK THEN GET ROPE THEN TIE IT TO KEY would be recognised and carried out, or at least it would if you could fit that may characters onto one input line.

Caladuril II does not follow the norm in adventures, in that it relies heavily on graphics over text to get across ideas of setting and events. You will see such characters, objects and events, rather than reading about them. This and the fact that the game is not laid out on a rigid matrix may make **Caladuril II** difficult to map.

Do not be discouraged in your cartographic efforts, however, since a map is an essential tool for solving (even surviving) an adventure game. We strongly suggest you make a map of every section you visit, noting the objects and information you might discover there.

Playing the game

At the top left of the screen you should see the square area known as the Play Field. In this area you will see a small figure representing your character, Olin. The arrow keys control the direction of movement of Olin, left,

right, up, down and four diagonals. Please note that **ALT** can be used instead of the up arrow and **CTRL** instead of the down arrow. Pressing any alphabetical key will put the game into line input mode. You will notice a bouncing stone cursor at the bottom of the lower half of the screen and the character you just typed. Any multi-word command may now be inputted.

Inventory and Visible Object Fields

Anything you are carrying will have its name printed in the square marked Inventory in the upper right portion of the screen. Also in this window will be displayed a small icon next to the name of any object you carry.

Anything you may manipulate other than what you are carrying will be printed in the Visible Objects area, also in the upper right of the screen.

You may only manipulate objects whose names appear in one of these two fields.

Special Words

Caladuril II recognises **AND**, **THEN** and **IT** as special words.

- **AND** is used between two nouns. Example: **GET TORCH AND KEY.**
- **THEN** must only be used between verbs. Example: **GET TORCH THEN GET KEY.**
- **IT** always refers to the previous noun. Example: **GET TORCH THEN LIGHT IT.**

Preferences

Typing **PREFERENCES (PREF** will do) in the line input mode will allow you to toggle between R.G.B. and Composite monitor colour formats.

The prompt will be:

- Do you have an RGB monitor.
Type **Y** or **N**.

Saving and Restoring

Only one game may be saved at a time. Any saved game will overwrite the previous saved game. To save type **SAVE** in line input mode.

To restore a saved game type **RESTORE**. You will be prompted to press a key to begin play.

One hint we will give away is that if your drive light comes on and you find yourself in a new area, you have passed any essential objects to get there and you will not need to go back.

You may find you have saved a game situation which, by your mistaken action, is unsolvable. Typing **CONCEDE** after you **RESTORE** will put the game back to the nearest non-critical point. That is to say the game is winnable from that point.

CONCEDE may be used at any time to get out of an unsolvable situation, or perhaps to try a different approach to the same problem.

You are now ready to begin your adventure. Following in this volume you will find some historical narratives that you may find useful or informative to read.

The Life of Jamerend Tarin's Heir, First King of Aran

(Being also an account of the events recounted in Caladuril: Flame of Light.)

Jamerend was a smith's son and dwelt with his kin in the southern region of the mountain enclosed part of North Aran, known to its inhabitants as the Valley. Jame had lived all his life with the knowledge that it was forbidden to leave this valley and that all who did so never returned.

Yet within him he found a wish to leave. Some force without the valley commanded that he go, commanded that he fulfill the chunk of destiny allotted to him.

Amidst the gentle snows of winter, Jame stole through the morning's mist and climbed the Valley walls.

And when he passed the highest point, miraculously the sky changed from its normal flickering green to a deep and sinister blue. Jame had broken the magical seal on the Valley. He had destroyed the warding spell

placed there ages ago by the last of the Lords and left his home open to the spying eyes and thieving hands of the enemy.

Even as Jame stood and realised his folly, he heard behind him approaching rapidly the jabber of many evil voices and he hid himself behind nearby rocks.

Past him marched a thousand stunted and evil creatures, pressed on by hooded horrors wielding whips on horseback.

When at last they had passed, Jame crept back down the mountain side and ran to where his family's smithy had been. He found only ash and ruin. He was filled with guilt as he realised that he alone had allowed this to come to pass, by breaking the Seal on his beloved home.

He vowed vengeance there and then and ran back towards the mountain pass, hoping to find and slay the evil creatures that had destroyed the Valley.

Many leagues south, across the plains that swaddled the foothills of the Valley's walls, Jame came to Aran's River. This obstacle he crossed through the tree-borne home of some unseen creatures.

Further south and west did he come upon the sea and he saw across its expanse the tomb of Tarin and here did he feel the first stirring of his noble blood. For several hours he gazed at the monument, as in his mind half-remembered words and faces flickered and danced.

A days journey brought Jame to the famed Gap of the Gods, where a giant fortress stretched across the valley between tall and impenetrable mountains. This had been the last bastion the Lords of light had held against the forces of Silmnoleh.

Jame had entered the fortress and found beneath its battlements an underground shrine to Mulromar, Dark Lord Of Earth. Therein he found one of the First's Orbs and, beholding it, he felt strength within him. This strength he used to go on and find the circlet of Sarrazin himself, whom Jame believed to be imprisoned within a statue of

himself on the slopes of Mount Haiyarat. The statue proved to be a device of Silmnoleh and the evil creature took the circlet and broke it, scattering its dust to the winds.

Broken by this tragedy, Jame fled across the see to Tarin's Isle and there mounted the steps of the sword unto the tomb wherein, he now knew, rested the body of his ancestor, Tarin Lord of Fire.

Here appeared before him Arian, Lord of Air, revived to full wakefulness since the formation of the spell that had kept the Valley safe from all evil. Arian spoke to Jame and explained his true inheritance and his destiny: to confront Silmnoleh and destroy the curse laid upon him and Ossea, Lady of the Sea, seven times twelve generations ago.

Arian now used his strength and summoned a wind to carry Jame to the place where he might find his evil brother Silmnoleh.

Jamerend discovered an arch that roared before him and showed within it the black and dead land of his brother. He crossed through and at once found

himself upon the iron battlements of Silmnoleh's Castle.

Within the Castle Jame avoided many traps and came at last to the shrine that contained a Shadowsword and overcome with joy, Jamerend Tarin's Heir took it to be Caladuril flame of light, his ancestor's sword.

When he reached for the blade, he saw then that it was Morduril, the evil Shadowsword of Silmnoleh and its malice battled Jame's blood and he fell through the stones of the castle, slowly falling into the nothingness that the union of Morduril and his flesh created.

But at last his grip weakened and he dropped the sword, finding himself in the labyrinth in the base of the Castle. Silmnoleh was filled with joy, since he believed his brother destroyed for all time.

Jamerend had not died and now schemed, thinking that he could replace Morduril with Caladuril and consign Silmnoleh to the same fate that Jame had almost suffered himself.

And in Silmnoleh's treasure room did he find that which Silmnoleh

guarded with most fear: Caladuril.
Jamerend fulfilled his plan and
Silmnoleh withered before him and he
and Caladuril passed from this world
with a cry of hate that echoed in the
caverns of the place for years.

Jamerend then travelled home in
triumph and all those of his people who
were not slain by the beasts he
gathered together and bade them
expand their lands out of the Valley
and onto the Plains below. The people
looked upon him and saw the power of
Tarin in him and took him to be their
king.

And thus did Jamerend Tarin's
Heir come to the end of his road, as
king of Aran.

The Fall of Tarin

And in the ages that followed the Conception of the Worlds, the love Tarin, Lord of Fire, felt for Ossea Lady of the Sea grew and they dwelt together in happiness for a great age.

While in the jealous mind of Tarin's brother Silmnoleh, darker Lord of Fire, there brewed a most malicious envy for Ossea's love for Tarin. "Am I not the stronger? Am I not more able to shape the events of Worlds than he?" thought Silmnoleh and schemed to destroy Tarin.

In the darkling depths of the Earth, Silmnoleh came unto Mulromar, Death Feeder, darker lord of Earth and Stone. "Forge me a sword, mud-lover, for I needs must do battle with my brother!"

Mulromar saw and loved the hate in the other's eyes and, since he also had no love for Tarin, forged the sword requested of him. Mulromar pulled from the earth a lode of iron and beat it into the shape of a blade with his fists, then keened the edge with many bites of his stone teeth.

“Here is your sword, blackface.
May it hew your hands as you wield it!”

Silmnoleh snatched up the blade and uttered many curses at Mulromar, then ran with all speed to the house of Tarin, set high on the slopes of Mount Elandin.

Tarin saw his brother climbing the cliffs below, as he stood with Ossea on the rampart of his castle. He looked down with pity and with fear, for he knew his brother's hate would give him strength and Tarin found he could summon no hate from his own heart.

He bade Ossea stand on the balcony above his court and to await the ending of the duel.

Sadly, Tarin descended the steps and shortly came to stand at the centre of his court, facing the granite doors.

Then did those doors open and Silmnoleh and Tarin gazed at each other. Silmnoleh saw Ossea standing above, eyes filled with dread, and shouted “Mine! She shall be mine!” The Lord raised his sword on high and

threw himself on Tarin, who raised up his own hands and caught the blade. Long did they struggle to gain sole grip on the sword and Tarin's hands ran with fiery blood as the keen edge bit deep. Then, with a cracking cry, the sword was rended into two halves, both a lesser image of the whole. Tarin held in his hands a brightly glowing blade of white, while his brother held a shadowy black twin. The two lords stood still a moment, wondering at the strength of the First, who had rended whole worlds apart in this way.

Conquering his amazement, Silmnoleh swung and hewed at his brother, while Tarin parried and counter struck. Such was the force of their blows, that thunder cracked and clouds billowed and blew strong winds whenever the two blades met.

For many days the two battled, neither winning, neither losing, until at length they relented and collapsed gasping, staring their defiance at each other. Silmnoleh crawled to his feet and backed away.

"Thrice damned are you! Thrice I spit upon you! Thrice I wish death upon your house!" raved he. Then,

gathering himself, he said in a steady tone "By the will of all that hate, I deem and curse that both Ossea and Tarin shall feel the torments of the union of their forces, whenever they draw near to each other. Forever shall Ossea's blood boil and forever shall Tarin's fire be doused when these two draw together!" Silmnoleh laughed and staggered out, bent over with exhaustion and glee.

Tarin looked up at Ossea and she brack at him. At once both felt the curse at work. Tarin's body slowed and cooled to a frigid nothingness, as would a fire doused with all the Ocean's water. Ossea stood and screamed, for her blood and flesh boiled, as would water over all the fires ever lit.

Tarin looked and saw the agony on his love's face and turned and ran, knowing that only if they were separated, would their torment abate.

He ran and ran and crossed the sea to the Infant Continent, and only there could his torture find surcease.

Once there, on Aran's favourite land, Tarin struggled to become a

mortal and to weave himself a new life among the men of Aran.

Consumed with his remorse, he took within him a great draught of fire water, the Gift of his brother. And as his senses were dulled, when a maiden of the town came to him at night, he thought that he beheld Ossea and that the curse was lifted. He led the girl unto his bed and there they lay until morning.

When Tarin awoke, he saw the woman who slept next to him, saw it was not Ossea and then did he remember the events of the night before and was wrought with shame.

And Tarin could see that he had ignited a spark of life within this woman and to that unborn child he spoke: "You are of my flesh and of my spirit. By all the Lords of Light, I prophesy that after seven times twelve generations have been and gone, you shall arise and destroy Silmnoleh my brother and fulfill my love for Ossea."

In the pale morning, Tarin stole through the deserted streets of the town and ran, full of remorse, ran to the mountains that surrounded,

whereupon he cast himself beneath the earth. For nine days and nights the townspeople stood in awe and fear, as Tarin's mountain, proud above the sea, belched forth fire and shook the earth for miles around. At length, when its fury was spent, the mountain slid away from the shore and came to rest in the sea, steaming. The townspeople then knew who it was who had come amongst them and they grieved for the loss of the Lord of Light, and sailed to the new island and raised a tomb unto Tarin, high and strong, in the shape of a sword. And inside the hilt they carved a likeness of him and consecrated that place in the name of all Light.

WARRANTY INFORMATION

Caladuril II Weatherstone's End is supplied with the following warranty and restrictions:

WARRANTY:

The program will load and operate on a properly equipped computer for a period of one year from date of purchase.

If the program fails to load or operate within the warranty period (one year from date of purchase), Oblique Triad will replace the program diskette(s) upon receipt of original(s) free of materials charges by prepaid post. Oblique Triad will not pay shipping charges incurred by user for returning originals, but will pay return postage for replacements.

There is no other warranty, expressed or implied, upon this product.

RESTRICTIONS:

There are no warranties of merchantability or fitness for a particular purpose.

In no event will Oblique Triad be liable for damages caused, or losses incurred by use or misuse of the program.

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