

LOST REALMS of MARKASADA

Game Instructions



Note: The following instructions are also included in an 'instructions' file on the disk version that can be loaded on your C64. As well as the below text, the instructions file also contains many example images to help...

Aim

The game is played over a series of short episodes, with the objective of each episode revealed in the corresponding chapter of the accompanying novella.

Control

You move your character (knight, ship) around the screen using the keyboard or joystick in Port 2.

'↑' or 'joystick up' moves your character north, '↓' or 'down' moves south, '←' or 'left' moves left and '→' or 'right' moves east.

During play, you may be required to press other keys such as 'Space' to continue or 'Y' for 'yes' or 'N' for 'no' to answer questions. If using a joystick, the 'fire button' acts as 'Space', while 'left' answers 'no' and 'right' answers 'yes'.

Watch the message box at the bottom of the screen for message prompts.

Status

Throughout play, the information 'status' panel to the right of the main game area is updated based on your interactions in the game. Using text and icons, it displays:

- 1) Current location (purple arrow).
- 2) Your strength (red heart).
- 3) Your wealth (gold coins).
- 4) Current weapon being used (grey sword).
- 5) Current armour being used (grey chainmail armour).
- 6) Current object being held (grey scroll).

Search

Moving onto wooden barrels and chests automatically searches them and may reveal hidden wealth. Moving over stone wells searches for water which may boost health. Moving over wooden logs, tree stumps and crates searches for food which may boost your health or poison you!

The contents of all the above searchable background items change for each game.

Standing in front of signs automatically reads them and reveals clues. You can only read each sign once, so take note of the information in the message box!

Collect

During play, some items can be walked on and collected. For example, coins and treasure increase your wealth. Food items such as apples, chicken and berries boost your health, as do other items such as potions.

As you explore, watch out for and collect other items such as keys and ‘majik’ objects. These are needed later in each episode and your progress may be blocked without them!

Shops

Walking into open doorways of buildings may reveal shops such as blacksmiths, armourers and healers. Other buildings include taverns, brothels and gypsies. Follow the instructions in the message box to make purchases if anything is offered for sale.

Enemies

Move alongside enemies to engage in combat.

Messages in the message box describe the battle; you give and take ‘hits’ until your character or the enemy is killed.

Buy better weapons to increase your hit strength on enemies and buy better armour to protect your health. Both improve your chances at winning a battle.

Hazards

The game environment contains many hazards such as poisonous mushrooms and water whirlpools, which drain your strength on contact. They may block short-cuts, but can be passed. Just watch your health!

Some hazards may cause instant death. For example, walking on flowing lava will burn you, while moving onto empty voids/chasms will result in a fatal fall.

Switches / Levers

Walking over wooden switches/levers operates them. Each does something different in each episode, so explore their effects.

Steps

Some locations can only be accessed by using steps up or down. Just walk on the steps to access these locations.

Special Locations

Some parts of the environment may contain special areas that, when walked on, activates or changes an object, causes 'majik' to happen or has some other effect.

Explore all parts of the environment, because missing these special areas may hinder your progress somehow!

End

Each episode ends when you either run out of strength and die, or you complete the required task or quest, as described in the novella, such as finding and collecting an object or item.

Good luck in your quest!

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