

THE AIM OF THE GAME

LOADING

Press CONTROL and ENTER together. Press PLAY on the recorder then press any key on the keyboard.

N.B. if using a 6128, first enter the TAPE command.

Keyboard Assignments

THRUST WITH AN OBJECT - The four corner keys

WALK LEFT/RIGHT - Alternate keys on the bottom row

CAMERA LEFT/RIGHT - Alternate keys on the second row

PICK UP/DROP - Alternate keys on the third row

GAMEPLAY

The first objective of the game is find your way about. There are several features in the program to help you do this but we suggest also you use a pencil and paper.

Throughout Tir Na Nog you will discover a variety of creatures. Most of them will not be friendly, but some can be persuaded to help you. However, on occasions it will be impossible to avoid combat, and your effectiveness in this area is governed by a series of combat rules which take into account the qualities of all the objects that are being carried and the object currently selected as a weapon. You will have to work out the rules for yourself.

Quests

The main objective of Tir Na Nog is to locate the fragments of the Seal of Calum. There are secondary quests that will probably need to be completed in order to be in a position to solve the main Quest.

Many solutions will depend on what is currently being carried out or what you have done previously in the game. Some solutions will require a good deal of "lateral" thinking and perhaps a little research in your local library!

Penalties

Since the Hero Cuchulainn has already departed the Land of the Living, it is, of course, impossible to kill him. However, if another creature in the game successfully attacks you or you perform some action which is harmful to yourself, the shade of the Hero will be dissipated (eventually) and will reform at the Gateway to Tir Na Nog. It is as well to remember that, for the same reason, no creature can be killed by you, only deterred for a little while . . .

Pathways

All mobile creatures, including you, are confined to the numerous paths and roads that criss-cross Tir Na Nog.

Doorways

Doors can lead to caves or tunnels, some doors will instantly transport you to another part of the Land; some are locked and keys are not always obvious; some doors are invisible but that you will see for yourself. Note that to walk through a door, it must be on your pathway, so if you pass a likely opening, change the camera position so that the doorway is immediately to your left or right.

Weapons, Treasures and other objects

Every object in the game has certain attributes - some are more powerful than others, some are apparently worthless, but nevertheless indispensable. They can be found in a variety of places - lying in the road, guarded in caves, buried beneath the ground or in the keeping of some other creature.

Sidhea-Bruidhin

The Tongue of the Sidhe is the language from which Gaelic eventually developed. Through this game, where the sidhe names are more evocative, they have been used.

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ELIN DHOHAILL

SCAPE OF THE
LARGE, WINDY, BUT
WELL-BAVED OF
HIGHLAND.

TO FROM
TO FROM



TO FROM



FOREST OF CERN

LIBRARY AND
RECORDING ROOM
TO THE GUARD?

HERE LIVES THE
HUNTER - AND ALSO
SOME OTHER
WILDS.

FOREST OF CERN

HERE LIVES THE
HUNTER - AND ALSO
SOME OTHER
WILDS.

TALE OF CEARACH

HERE 3 HALLS
AND 3 ROOMS
OF THE
HALL.

TO FROM

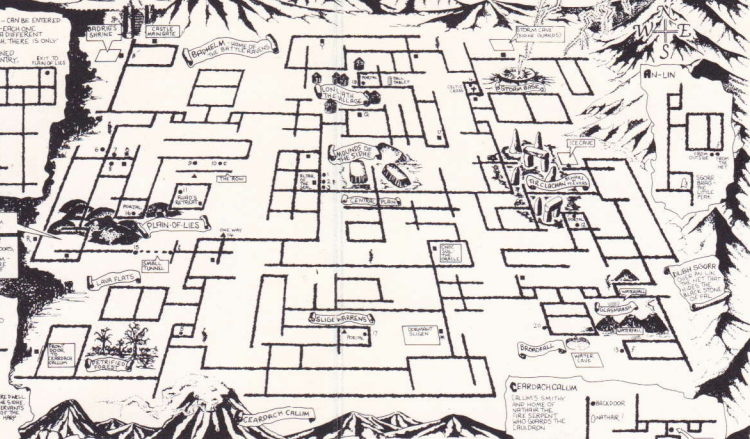


TO FROM



BRONWEL
THE GREAT WARRIOR

- CHIEF DOOR
- ▲ TUNNEL OR TRANSPORT
- ◆ NAVIGABLE DOOR
- WHERE IS SYMBOL IS ON THE DOOR IT IS DRAWN IN CROSS-SECTION
- CLOUDED INDICATES THE POOR TRAVELLER
- TO THE WEST
- TO CEARDACH GALLUM
- TO PLAIN OF LIES (S)
- 5 LONG TUNNEL BETWEEN STORM BASE AND HALLS
- 6 TO THE FOREST
- THE FALGAMH-THE EMPTY LANDS
- ONE WAY TRANSPORT
- TO THE FALGAMH
- TO THE ROAD
- ENTRANCE TO HALLS
- EXIT FROM HALLS
- IT IS A TWO-WAY TRANSPORT
- ONE WAY TO STRAVERSE



tir na nòg the Map

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