

WEEEN

THE PROPHECY





THE PROPHECY - THE LEGEND

On that day, evil omens were carried in on the storm, the rumbling of the thunder seemed to predict the end of the Kingdom of the Blue Rocks. The approach of the Great Eclipse was the cause of the heavenly fury. Only three days remained before the moon would veil the astral light. But OHKRAM, my grandfather, braving the anger of the heavens, paid me a visit. The Kingdom of the Blue Rocks was in danger.

“As you know, WEEN, I’m a Master Sorcerer and protector of our people, my powers formidable - until now. It was written that today I would lose those powers, for my great age has exhausted my force.

From now on our country is at the mercy of the powerful KRAAL. He is a sorcerer, the most ambitious, the greediest and the most dangerous of them all, because his thirst for vengeance fires his hate. You were not yet born into this world when I defeated him and banished him from the Kingdom. Nobody knew where he’d hidden himself but through PETROY, my faithful friend, I have heard that KRAAL has learned of my weakness and plans to return to rule as a tyrannical master. I can no longer stand up against his hatred. Only you can do this WEEN because you have a noble heart. Just as he was for me, KRAAL will be your most fervent adversary.

Only fear of the Prophecy keeps him at bay and out of the Kingdom. It is written in the Prophecy: ‘On the day of the Great Eclipse, three grains of sand will be placed in the REVUSS by the valiant-hearted and thus the enemy will be annihilated’.

Our only hope is that you find the three grains of sand. In order to do so you will need to find an access to the Secret Temple in my home. This houses the Hour-Glass of Power, named REVUSS in the Prophecy. You have three steps to complete. You will be rewarded a grain of sand for each success.

You must open the stele which seals the entrance to the cave where the Temple stands.

You must vanquish the Dragon with a hundred faces.

You must convince the guardian to open the Sanctuary.

Thus you will obtain the three grains of sand which, on the day of the Great Eclipse, you will place in the REVUSS. So the Prophecy will be fulfilled and KRAAL will be vanquished. Go WEEN, you only have three days left!"

OHKRAM once again assured me that his spirit would be with me. I gathered some provisions together in a haversack and left immediately for his home ...

What would I come across in the course of this adventure? What battles would I have to win? As yet I could not know, but of one thing I was sure - I was determined that against his strength I would use my one advantage - my mind.

ADVICE

The shadow of KRAAL hangs over the Kingdom of the Blue Rocks but you won't see "GAME OVER" unless you are taken prisoner. So, make the most of it!

- take all possible action.
- look for useful objects everywhere.
- if the use of one of these objects is not clear, don't hesitate, just call upon PETROY's knowledge.
- finally only use your jokers as a last resort and don't forget, you can always sleep on it!



INTERACTIVITY

The game is entirely designed for simple use. Unless instructed otherwise all actions are controlled by pressing the left button of the mouse.

The SCREEN is divided into four zones.

- the information panel which appears if you place the cursor at the top of the screen.
- the main section where the adventure unfolds.
- the dialogue window.
- the help line which is the bottom line on the screen.

THE WINDOWS

Certain places or objects will appear enlarged in a "window".

To close the window:

- place the cursor in the top left-hand corner of the window ("a lock" symbol will appear).
- click the left mouse button.

Use of cursors:

Moving the cursor about the screen allows you to investigate its possibilities. It will show you:

- the exit: the cursor becomes a "door".
- the special objects or places (the name of which appears on the help line). By pressing on the "book" cursor you will be able to continue a text or action.

Objects to collect:

- clicking on an object you want changes it into a cursor.
- clicking on the right button of the mouse places the object in an inventory, if this isn't possible it is returned to its original place.
- clicking on the left button of the mouse allows you to use the object in the picture. "USE ON" appears on the help line followed by the name of the object, place or character as selected by the cursor.

The left button: use

The right button: reselect. So clicking the button of the mouse can mean give, show, take, use or activate according to context.

THE INVENTORY

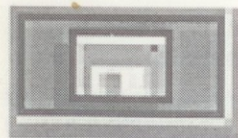
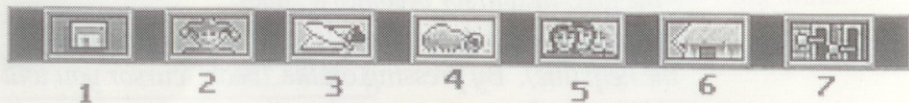
In order to call up the inventory, all you have to do is press the right button of the mouse. A list of the objects you possess (if applicable) will appear on the screen at the chosen place.

It is possible to use an object from the inventory on another object within the inventory:

- to open the inventory (press right button).
- select an object in the inventory.
- take your cursor to the information board
- click on the inventory box on the information board (4).
- click on the object of your choice.

INFORMATION PANEL

There are seven symbols. Select a function by placing the cursor on the desired symbol and pressing the left button of the mouse.



1 - MANAGEMENT: There is a menu consisting of "SAFEGUARD", "LOAD" and "QUIT".

- Safeguard: there are 15 positions to safeguard the game on hard disk or external disk. Select a line and type the name of your safeguard.
- Load: any of the fifteen positions can be selected to re-enter and you will find the game at the state of play in which you safeguarded it.
- Quit: this allows you to exit from the game.

CODE SHEET

	A	B	C	D		A	B	C	D		A	B	C	D
1	Blue	Red	Yellow	White	27	Yellow	Yellow	Red	White	53	Green	Red	Black	Grey
2	White	Green	Blue	Pink	28	Red	Green	Grey	Black	54	Yellow	Yellow	White	Red
3	Green	Yellow	White	Black	29	Green	White	Pink	Yellow	55	White	Pink	Blue	Pink
4	Grey	Grey	Red	Yellow	30	Black	Black	Green	Blue	56	Blue	Green	Yellow	White
5	Red	Green	Black	White	31	White	Grey	Pink	Red	57	White	Black	Blue	Green
6	Blue	Red	White	Green	32	Grey	White	Red	Pink	58	Pink	Yellow	White	Black
7	Grey	Grey	Yellow	Red	33	Black	Black	Blue	Green	59	Grey	Grey	Red	Yellow
8	Yellow	Pink	Black	White	34	White	Green	Yellow	Pink	60	Red	Blue	Green	White
9	Black	White	Green	Blue	35	Green	Red	Black	Grey	61	Green	Red	White	Black
10	Green	Blue	White	Yellow	36	Yellow	Yellow	White	Red	62	Grey	Grey	Yellow	Red
11	White	Yellow	Red	Grey	37	White	Pink	Blue	Pink	63	Grey	Green	Black	Yellow
12	Pink	Black	White	Blue	38	Blue	Green	Yellow	White	64	White	Pink	Blue	Green
13	Black	Grey	Red	Yellow	39	White	Black	Blue	Green	65	Yellow	Yellow	White	Red
14	White	White	Blue	Pink	40	Pink	Yellow	White	Black	66	Green	Red	Black	White
15	Yellow	Green	Red	Grey	41	Grey	Grey	Red	Yellow	67	White	Green	Blue	Pink
16	Black	Yellow	Grey	Green	42	Grey	White	Red	Pink	68	Grey	Black	White	Yellow
17	White	White	Pink	Blue	43	Black	Black	Blue	Green	69	Pink	Pink	Blue	Green
18	Grey	Green	Yellow	Red	44	White	Green	Yellow	Pink	70	Yellow	Yellow	White	Red
19	Green	Pink	Blue	White	45	Green	Red	Black	Grey	71	Green	White	Blue	Black
20	Yellow	White	Grey	Red	46	Yellow	Yellow	White	Red	72	White	Green	Grey	Pink
21	Red	Yellow	Black	White	47	White	Pink	Blue	Pink	73	Grey	Black	Yellow	Green
22	Pink	White	Grey	Blue	48	Grey	Black	Yellow	Green	74	White	Pink	Blue	Pink
23	Black	Blue	Yellow	Green	49	Pink	Grey	Red	White	75	Grey	White	Red	Pink
24	Grey	Pink	White	Red	50	Blue	Black	Green	Yellow	76	Black	Black	Blue	Green
25	Black	Grey	Green	Yellow	51	White	Pink	Blue	Grey	77	White	Green	Yellow	Pink
26	Pink	White	Pink	Blue	52	Yellow	Red	White	Black	78	Green	Red	Black	Grey

CODE SHEET

	A	B	C	D		A	B	C	D		A	B	C	D
79	pink	white	pink	blue	105	red	yellow	black	white	131	grey	black	white	yellow
80	yellow	yellow	red	white	106	yellow	red	white	black	132	white	green	blue	pink
81	red	green	grey	black	107	white	pink	blue	grey	133	green	red	black	white
82	green	white	pink	yellow	108	blue	black	green	yellow	134	yellow	yellow	white	red
83	black	black	green	blue	109	white	pink	blue	green	135	white	pink	blue	green
84	white	pink	blue	pink	110	yellow	yellow	white	red	136	green	grey	yellow	black
85	yellow	yellow	white	red	111	green	red	black	white	137	pink	white	green	blue
86	pink	white	pink	blue	112	white	green	blue	pink	138	yellow	yellow	red	white
87	black	grey	green	yellow	113	grey	black	white	yellow	139	red	green	white	black
88	green	white	pink	grey	114	pink	pink	blue	green	140	green	white	pink	yellow
89	white	green	black	blue	115	yellow	yellow	white	red	141	black	grey	yellow	white
90	yellow	yellow	red	white	116	green	white	blue	black	142	pink	pink	green	blue
91	pink	pink	green	blue	117	white	green	grey	pink	143	yellow	yellow	red	white
92	black	grey	yellow	white	118	grey	black	yellow	green	144	white	green	black	blue
93	green	white	pink	yellow	119	white	red	blue	pink	145	green	white	pink	grey
94	red	green	white	black	120	white	pink	blue	pink	146	black	grey	green	yellow
95	yellow	yellow	red	white	121	grey	black	yellow	red	147	pink	white	pink	blue
96	pink	white	green	blue	122	white	green	grey	pink	148	white	pink	blue	pink
97	green	grey	yellow	black	123	grey	black	yellow	green	149	grey	black	yellow	green
98	red	green	grey	black	124	white	pink	red	pink	150	red	white	yellow	green
99	yellow	yellow	red	white	125	red	pink	blue	pink	151	white	pink	blue	pink
100	pink	white	pink	blue	126	grey	black	yellow	green	152	pink	white	pink	blue
101	black	grey	green	yellow	127	white	green	grey	pink	153	black	grey	red	yellow
102	grey	pink	white	red	128	green	white	blue	black	154	green	white	pink	grey
103	black	blue	yellow	green	129	yellow	yellow	white	red	155	green	white	blue	black
104	pink	white	grey	blue	130	pink	pink	blue	green	156	yellow	yellow	red	green

CODE SHEET

	A	B	C	D		A	B	C	D		A	B	C	D
157	pink	pink	blue	green	183	white	pink	blue	green	209	blue	black	green	yellow
158	grey	black	white	red	184	yellow	yellow	white	red	210	pink	grey	red	white
159	grey	black	white	yellow	185	green	red	black	white	211	grey	black	yellow	green
160	pink	pink	blue	green	186	white	green	yellow	pink	212	white	pink	blue	pink
161	yellow	yellow	white	red	187	grey	black	white	yellow	213	yellow	yellow	white	green
162	green	white	blue	black	188	pink	pink	blue	green	214	grey	grey	yellow	red
163	white	grey	pink	red	189	yellow	yellow	white	red	215	green	red	white	black
164	black	grey	green	yellow	190	green	white	blue	black	216	red	blue	green	white
165	grey	pink	white	red	191	white	green	grey	pink	217	grey	grey	red	yellow
166	black	blue	yellow	green	192	yellow	yellow	white	red	218	pink	yellow	white	black
167	pink	white	grey	blue	193	white	pink	blue	pink	219	white	black	blue	green
168	red	yellow	black	white	194	grey	black	yellow	green	220	blue	green	yellow	white
169	white	black	green	blue	195	pink	grey	red	white	221	red	blue	white	yellow
170	green	white	pink	yellow	196	blue	black	green	yellow	222	green	white	pink	blue
171	red	green	grey	black	197	white	pink	blue	grey	223	yellow	green	black	white
172	yellow	yellow	red	white	198	yellow	red	white	black	224	grey	grey	yellow	red
173	pink	white	pink	blue	199	red	yellow	black	white	225	green	red	white	black
174	green	red	black	grey	200	pink	white	grey	blue	226	red	blue	green	white
175	white	green	yellow	pink	201	black	blue	yellow	green	227	grey	grey	red	yellow
176	black	black	blue	green	202	grey	pink	white	red	228	pink	yellow	white	black
177	grey	white	red	pink	203	black	grey	green	yellow	229	white	black	blue	green
178	grey	pink	white	red	204	pink	white	pink	blue	230	blue	green	yellow	white
179	black	blue	yellow	green	205	yellow	yellow	red	white	231	white	pink	blue	pink
180	pink	white	grey	blue	206	red	green	grey	black	232	yellow	yellow	white	red
181	red	yellow	black	white	207	yellow	red	white	black	233	green	red	black	grey
182	grey	green	black	yellow	208	white	pink	blue	grey	234	white	green	yellow	pink

CODE SHEET

	A	B	C	D		A	B	C	D		A	B	C	D
235					259					283				
236					260					284				
237					261					285				
238					262					286				
239					263					287				
240					264					288				
241					265					289				
242					266					290				
243					267					291				
244					268					292				
245					269					293				
246					270					294				
247					271					295				
248					272					296				
249					273					297				
250					274					298				
251					275					299				
252					276					300				
253					277					301				
254					278					302				
255					279					303				
256					280					304				
257					281									
258					282									



2 - JOKERS: You have several jokers at your disposal which give you additional clues for each place - should you find yourself really stuck.



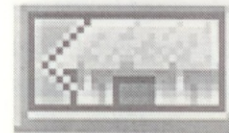
3 - NOTEPADS: Using the keyboard, type the name of the clues you wish to remember. Press the right-hand button of the mouse to quit.



4 - INVENTORY: This is another way to access the inventory.



5 - CHARACTERS: This allows personal use of the acquired objects or allows you to show them to the characters in order to obtain information.



6 - MOVEMENT: This menu allows you direct access to a place which you have already visited in the course of the game without having to re-visit all the intermediary places.



7 - ADJUSTMENTS:

Font: This allows you to change the character font in the dialogue window.

Music: This allows you to control the background music.

Date: This allows you to see the date and time.



THE PRINCIPAL CHARACTERS



WEEN: The young apprentice magician is the hero of this adventure. Daring and resourceful, valiant-hearted WEEN is ready and willing to confront the forces of evil. He is prepared to stand up against the enemies of the Kingdom of the Blue Rocks when OHKRAM entrusts him with the mission to bring about the fulfilment of the Prophecy. URM and the magic copper ball will prove to be his firmest allies.



OHKRAM: He is the Master Sorcerer, protector of the Kingdom of the Blue Rocks, trustee of the prophecy, holder of the access to the Secret Temple and grand-father to WEEN. Until this day he was the most powerful sorcerer in this world but the good and wise old man knows that his powers are failing.



KRAAL: This master sorcerer previously banished by OHKRAM is double-dealing, ambitious and greedy. He knows that he is now able to pit his powers against those of the old Master whose place he wants to take. He uses his magic to unleash monsters, traps and curses.



UBI and ORBI: These lively and scatter-brained twins are OHKRAM's servants. They are going to follow WEEN in his quest and help him by carrying his bag. These two comics are braggarts rather than heroes and are sometimes quite clumsy. But they're so likeable with it!



PETROY: OHKRAM's old friend follows WEEN's adventure in his mind and communicates telepathically. This wise man who loves studying the magic arts, accompanies WEEN'S quest by deciphering ancient texts or messages written in unknown languages.



URM: We're talking about a fruit-eating vampire!. He loves eating to an almost ridiculous point. Tamed by OHKRAM, notably with the help of strawberries, he has remarkable magic powers but his greediness sometimes gets him into trouble. He faithfully replies to any summons from WEEN.



START-UP PROCEDURE

1 - ATARI ST and AMIGA

Insert the disk in the drive. If the software has more than one disk, insert DISK 1. Switch on your computer, the software will be automatically loaded.

2 - IBM PC and COMPATIBLES, HARD DISK

Insert Disk 1 in Drive A (or B) and type A: (or B:) and then press ENTER. Type INSTALL and press ENTER then follow the instructions on the screen. Once the game has been installed all you have to do to start is to get into the directory in your hard disk where the game has been stored and type GO, then press ENTER.

COMMENTS

A - If at a later point you wish to change the configuration of your hard disk (graphics card, sound card, mouse etc), load the game by typing LOADER, then press ENTER.

B - If you don't have enough RAM (you will be informed of this on screen) you can increase conventional memory space by:

- decreasing the number of files and buffers in your CONFIG.SYS file. To make changes to this file consult your micro-computer manual. After using the game it is imperative that you restore the CONFIG.SYS file to it's original state.
- creating a bootable system disk using a virgin disk. To do this follow the instructions in you MS-DOS manual. Whenever you want to use this game, insert this disk in the drive before switching on the computer. Start the game in the manner indicated above.

C - To make the most of your machine's capacities, compress your hard disk regularly (e.g. by using a COMPRESS tool).

3 - CD-ROM

Insert the CD in the CD-ROM drive. Get on to your CD path (e.g. D:) type INSTALL and follow the instructions on the screen. After loading to start the game all you have to do is get into the hard disk directory where the game has been stored, type GO and then press ENTER. If this doesn't work, start again by typing BGO and press ENTER.

IMPORTANT

In the case of any malfunction after trying the start-up procedure as described in this manual and if you have a disk with your CD, use the following start-up procedure:

Copy all of the start-up disk in your game directory, type GO and then press ENTER. If this doesn't work type BGO and then press ENTER.

COMMENTS

A - If at a later point you want to change the configuration of your hard disk (graphic card, sound card, mouse etc.), load the game by typing LOADER and press ENTER.

B - If you don't have enough RAM (you will be informed of this on screen) you can increase conventional memory space by:

- decreasing the number of files and buffers in your CONFIG.SYS file.

- deactivate the line which runs your microsoft CD-ROM drive in the AUTOEXEC.BAT file. This line usually starts with MSCDEX. To deactivate this line write the word REM at the beginning of the line. To modify these files consult your micro-computer manual. After using the game it is imperative

that you restore the CONFIG.SYS file and AUTOEXEC.BAT files to their original state.

CARRY OUT THE PROTECTION TEST

(except CD ROM)

The test takes place on a screen where you will see three displays and a keyboard with coloured and numbered keys. A code will appear made up of a letter and three figures (for example C 127). Locate the colour corresponding to this code (for example GREEN) on the colour code sheet in the centre of this manual. Press the number key corresponding to the colour and then press ENTER.



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