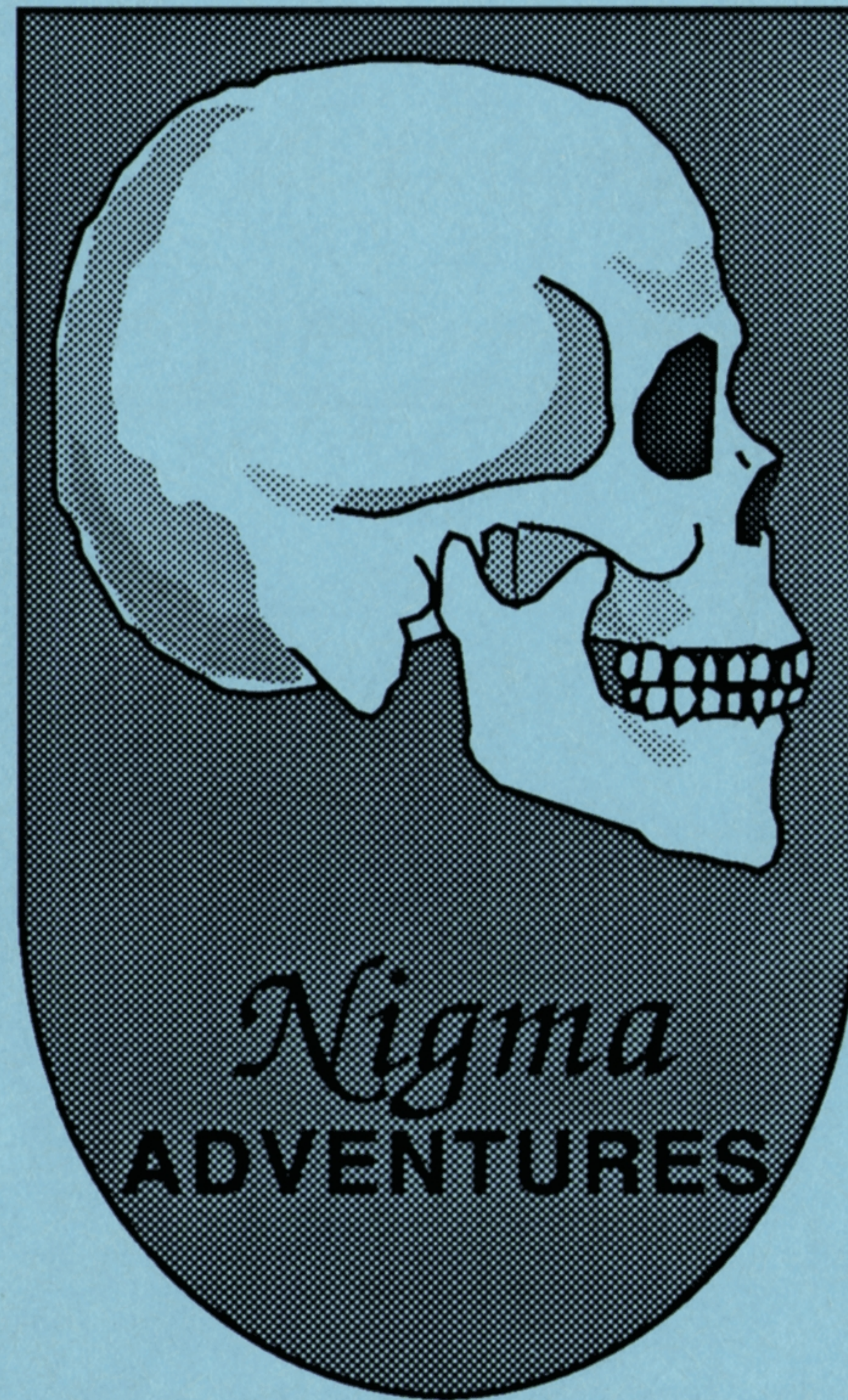


EVILUTION



Copyright 1991 Nigma Adventures

Adventure Guide

EVILUTION

Copyright 1991 Nigma Adventures

Game Concept, Programming and Text Mark J. Howlett

Game Design and Digitized Graphics Nigel P. Dumont

Contents

<i>Loading and Commanding Editing</i>	<i>2</i>
<i>Syntax of Commands</i>	<i>3</i>
<i>Storyline</i>	<i>6</i>

Loading

Insert Disk 1 into Drive A and switch on the computer. When the colourful introduction screen appears, press any key and you will be taken into GEM. Double-click (Press the left-hand mouse button twice in quick succession) on the file called PART1.PRG and the game will automatically load.

Editing Commands

Move left one character	Left arrow
Move right one character	Right arrow
Move up one character	Up arrow
Move down one character	Down arrow
Move to start of line	Shift and left arrow
Move to end of line	Shift and right arrow
Move to start of command	Clr Home or shift and up arrow
Move to end of command	Shift and down arrow
Delete character left of cursor	Backspace
Delete character beneath cursor	Delete
Delete everything after cursor	Shift and Clr Home

SYNTAX AND SHORTER VERSION OF COMMAND

AN EXPLANATION OF THE COMMAND

again
a,ag

- This command allows you to repeat the last command entered. Useful for repeating long sentences.

ask <character>

- With this command you can speak to a character. After typing 'ask <character>' you are presented with a new command line on which you can type in what you want to say to the character.

cast <spell>
or cast <spell>
<target>

- You are able to use magic in this game. To do this you need to have the object on which the spell is written.

drop <object>

- This command takes an object out of your inventory and places it on the ground.

dr

examine <object>
or <character>

- This command gives you a more detailed description of an object. When examining a character, you are given more information, such as what the character is carrying.

x,exam

exits

- This command tells you which direction leads where.

fatigue

- This tells you how tired you are. (99 - wide awake, 0 - asleep)

get <object>

- This takes an object from the current location and places it in your inventory.

g

- give <object> to <character>* - With this command you are able to give objects to other characters who are in the same location.
- graphics* - This puts the game into graphics mode if it is currently in text mode and therefore re-enables the graphics.
- health* - This displays your health level.
(99 - fully healthy, 0 - dead)
- inventory* - Displays your current inventory.
- invent,inv,i*
- kill <character>* - This command brings you into a fight with another character. If you are carrying any weapons, the computer automatically selects your best weapon.
- load* - Enables you to load a pre-saved game.
- look* - Describes, in full, the location which you are in, the exits from that location and whatever objects and characters are currently there.
- l,r*
- oops* - Cancels the previous command. Useful if you make an error which is irreversable.
- quit* - This command cancels the current game and returns you back to the start for a new game.
- ramload* - This loads a previously ramsaved game back into memory. (see also 'ramsave')
- rl*
- ramsave* - This saves your current position into memory and can be recalled again using the command 'ramload'. Its advantage is that it is much quicker than loading and saving to disk but as a disadvantage, it is forgotten when the computer is switched off.
- rs*

- save* - This command saves your current position onto disk. It can be recalled by the command 'load'.
- score* - Displays your current score and how many moves it has taken to reach that score.
- sleep* - When you type in this command, you are put into sleep mode which cannot be interrupted until either your fatigue level has reached 99 or you are woken up.
- strength* - Displays your current strength level.
(99 - fully fit, 0 - dead)
- text* - This command disables graphics therefore giving you a complete screenful of text.
(see also 'graphics')
- time* - Displays the current time.
- wait* - This command disables command input for 10 game minutes or until you are interrupted.

Direction Commands

- | | | | |
|-----------|------|-----------|------|
| north | - n | southwest | - sw |
| northeast | - ne | west | - w |
| east | - e | northwest | - nw |
| southeast | - se | up | - u |
| south | - s | down | - d |

Deep in the heart of a medieval land, where mortal men came and settled, there stood a castle of fear. Beneath its walls, evil dwelt and the wailing souls of demons filled every passage. Creeping and crawling they contemplated taking over the land, though fortunately never having the ability to organise their murderous thoughts.

Far beneath the earth in the darkest hell, the devil used his evil powers to build a bloodthirsty creature which would lead these evil servants. This beast was created in the form of a hideous one eyed monster, draped in a dark cloak to protect the red flesh as the gastric juices poured from its mutilated body. The howl from this malignant creature echoed around the castle walls with the screams of phantoms close behind.

At first, little was known about the new inhabitants of the castle. For years it had been deserted with the only occupants being the spiders who used the clammy walls to sow their webs upon. People who lived nearby had no idea of what was going to happen and the terrible fate that awaited them.

The wizards of the land were the first to feel the great surge of evil in the castles vicinity though only one wizard out of this guild of ten began to see this as a true threat to their upholding of good. This wizard was named Zimaraf. He had already fought evil many times in the past, conquering with relative ease but this power was so strong that even he began to worry. Gathering as many people as he could muster, Zimaraf made a small army to hold this evil back as long as possible.

Unfortunately, when the army sighted its enemy it became too scared to fight. Zimaraf watched, nearly helplessly as people, dumbstruck with horror, were slaughtered on the spot. After this, nobody dared venture even near the castle grounds for anyone who did were swallowed by evil and never seen again.

One evening, a woodcutter was travelling through the forest when he found a peasant woman lying in the forest as cold as ice, her face frozen with fear. He brought her back to the village where she came around and talked of a one eyed monk that was leading people into the castle. These men, women and children were in a kind of sleepy trance and could not resist the power which the creature imposed upon them. They were never seen again and as for the poor peasant woman, she herself disappeared two days later.

The power of the dark one grew ever more and the wizards of the land planned to join forces to attack the evil. Whilst the wizards collaborated, the monk added a new twist to his plans, he began to change nature against man and beast. Harmless animals living in the nearby forest involuntarily became his servants, attacking humans whenever they were told. Humans themselves were transformed into werezombies, stalking around at night and attacking anyone and everyone. It was fortunate that many people were not changed by evil or the story would have come to an abrupt end right now and the world would have surely been ruined. Even still, the monk and his evil following had managed to transform virtually the whole of the land into a swirling mass of plague and death.

The wizards had fortunately not given up and at last had what they thought was a good enough solution to destroy evil. Without the help of man they had to fight for themselves so they became their own fighting force and with the help of their magical powers they made their attack. Many died in the bloodshed that followed, evil animals and zombies were one by one freed by the wizards magic swords. The war carried on for many days to follow, on the sixty-fifth day, the most desperate and futile attempt from this enemy was vanquished. Nine of the wizards were destroyed in this final battle, all but Zimaraf. He fled the land and was not seen again for many years.

So much had been lost and little was gained but evil had been defeated. Demons and monsters had all been driven back to hell and terrible curses had been lifted. The only evil left was the monk. It had been driven far into the depths of the castle where it was already planning another battle. Fortunately, a travelling wizard named Farthreend who was travelling from overseas came to the area to seek out the monk. Not believing that the monk was as powerful as he, Farthreend stormed the castle, eventually finding the monk he drew his magic sword and began a battle of dexterity. With both sides having used up nearly all of their spell power, the monk dropped to the floor. Farthreend acted quickly and touched the monk with the tip of his magic sword. The monk was turned into ashes which gradually blew away leaving nothing left. Farthreend, totally exhausted, dropped to the floor and sadly died.

The land returned to normality and everything stayed the same way for years to follow until one day, a rumour surfaced that the ashes of the destroyed monk had been somehow resurrected and that evil had returned to the deserted castle. Many people just ignored this as it had been peaceful in the land for so long now. But, unfortunately it was true. The monk had been resurrected by an apprentice magician who, not knowing what he was doing, managed to reform the ashes. As before, strange events began to occur again and slowly the land was becoming evil again. Now that there is little powerful magic in the land, who will be able to stop the changing of evolution this time?