

Kingdom of Hamil

by Jonathan Partington



MS-DOS version
for AMSTRAD PC 1512
and compatibles

the best in
BRITISH
adventure games

TOPOLOGIKA



ADVENTURE GAMES - Technical Notes for IBM/MS-DOS version

'Getting Started' Switch the computer system on, then follow the instructions on the disc label. The disc drive will whirr, and the program should start. Refer to the separate 'How To Play Adventure Games' booklet for details of how to use the program itself. If, after following all the instructions, you still can't get the program to start, or you are in any way not satisfied with its performance, return it to us in its original packaging, and we'll test it and replace if necessary. *This version does not use sound effects.*

SOME QUESTIONS ANSWERED:

I wanted to load a game I saved a week ago, but I couldn't remember what I called it. How do I find out? The only way to research names of saved games is to check them out before you start a game, ie from the A) prompt of DOS. (Use the DIR command, as described in your system manual under reference 'DIR'.)

I'm using a double disc system. Can I have the adventure disc in drive A, and my data disc in drive B? Yes. To save to drive B at the ':' prompt, type

SAVE <RETURN>. The computer will respond with:

Please insert saved game disc.

Save

:

Put your 'data' disc in drive B, then type:

B:gamename <RETURN>, where 'gamename' is the name that you are using for your saved position.

To get back to that saved position at a later date, type LOAD <RETURN> and follow the on-screen instructions, using B:gamename at the appropriate time.

I tried to save a game, but got a 'Disc full' message. This means what it says. The disc is full. You have two choices: either put another (formatted) disc in the drive that you are using, or use the DEL facility, from DOS, to delete one or more of your old files (see your system manual for details).

I tried to save my position, but it won't let me! If the name that you're typing in is too long (maximum 8 characters) the computer will just keep saying:

Save
:

until you use a name it likes. If you've inadvertently put a write-protect sticker on the disc, or if the disc itself is faulty, you will get the message:

Abort, Retry, Ignore?

If a sticker is the problem, remove the disc, then the sticker. Put the disc back in the drive and type R <RETURN>. If a sticker isn't the problem, put a different (formatted) disc in the drive, and type R <RETURN>.

I want to back up the disc. Can I do this? The disc is copy-protected. Attempts to copy it may result in damage to the code. Replacement or back-up discs are available from TOPOLOGIKA for a nominal fee.

When I try to LOAD a saved position, I get the message: Open failure - please try again

The program can't find a file of that name on the disc. You may have just mis-typed the name (in which case just type it again). You may be trying to load a game that you think you've saved, when in fact you didn't! Finally, you may be using drive B for your saved game disc, and omitting the drive reference from the 'gamename' (see above.)

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Welcome to...

the
**Kingdom of
Hamil**



All your life you'd known there was something special about you, that you were extra-ordinary in some way. When you were young you'd chanced to hear unbelievable rumours, and, sometimes, sinister strangers seemed to be watching you. Finally you found out just what was special about you: you were the rightful heir to the throne of the Kingdom of Hamil. But by then it was too late. You'd been kidnapped...

Years passed, and the rescue you dreamed of failed to materialise. Finally, older and stronger, you escaped and, riding a mighty black stallion, set out to reclaim your throne, travelling for many a day and night, through swamps, jungles, and icy wastes across deserts, knowing that for every step forward you took, your enemies would take two...

But luck was with you and, after many days in the saddle, you reached the neighborhood of your Kingdom, Hamil, and took shelter in a primitive chapel, desperately needing a good night's sleep before the next bizarre stage of your journey...

"Perhaps I was fated to come to this particular place", you told the damp walls of the chapel, as sleep, like a black tide, began to sweep over you, and you dreamed again of the legends that said that one day you would return to Hamil to claim your rightful inheritance...

Hamil (A land of sorcery and romance; of strange but loyal beings; of immense fountains; of castles, and a museum filled with bizarre antiquities which only a King could put to use. A land where the powers of darkness always threaten; of ancient and unusual mazes, constructed by powerful wizards in bygone days.



waiting to ensnare even the most ingenious explorer. A land of mysterious beasts eager to exterminate you if you stay in the same place too long. Where a mighty vampire haunts underground caves. Where creatures wait, in deep and dismal pits, ready to grab the unwary passer-by. Where ancient spirits in huge rolling cornfields serve long-forgotten deities. Where something is spoken about only in hushed tones, something known only as the 'snark'...

And so the the real adventure begins.

Waking, you find yourself trapped in the chapel. If you leave it, it is at your peril. The decision is yours. Perhaps the chapel is not all it seems, and you are closer to the land of Hamil than you first imagined. It may be worth your while to investigate further. Regaining Hamil will not be easy, and you will certainly have to be able to prove that you are who you say you are...

Kingdom of Hamil | Help Sheet



'KINGDOM of HAMIL' comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. Pages 2-3 of this Hint Sheet contain a series of questions that players typically ask, like 'How do I catch the jackdaw?' Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

BOOJUM	4	GROVE	14	PTERODACTYLS	26
BOOMERANG	5	HEXAPOD	15	PLAIN	2, 27
CAVE	6	HOBGOBLIN	16, 37	ROCK	2, 27
CHAPEL	7	INFORMATION	36	ROOM	3, 9, 13, 36
CORNFIELD	20	JACKDAW	17	SLAB	28
CREATURE	24	LABYRINTH	18	SNARKS	4
DEPARTURE	19	LOUNGE	19	STATUE	29
DOOR	30	MAIZE	20	STEEL	30
DRAGON	8	MAZE	21, 35	TAPESTRY	31
DUST	9	MONEY	35	TREASURE	32
ENCHANTRESS	10	MONSTERS	18	TYRANOSAURUS	33
FARE	11	MURALS	22	VAMPIRE	1, 34
FIRE	12	OBJECT	23	WALL	12
FISH	3, 13, 36	PIT	24		
FOREST	6	PORTCULLIS	25		

1	How do I kill the *****?	21	25	How do I get past the *****?	30
2	How do I get back through the ****y *****?	23	26	How do I avoid being killed by the *****?	8
3	How can I avoid the **** **** collapsing on me?	28	27	How do I navigate the ****y *****?	19
4	How do I avoid the *****?	17	28	How do I get under the *****?	2
5	How do I avoid being killed by the *****?	18	29	How do I move the *****?	32
6	How do I get into the **** in the *****?	14	30	How do I get past the ***** *****?	3
7	How do I get out of the *****?	1	31	How do I move the *****?	24
8	How do I drive away the *****?	34	32	I can't find all the *****!	37
9	What is the **** **** for?	22	33	How do I escape from the *****?	7
10	How do I avoid being killed by the *****?	31	34	How do I avoid being killed by the *****?	20
11	What do I need to pay the 5 *****?	5	35	How do I collect all the 6 **** in the **** of Hamil?	6
12	How do I get past the **** of *****?	29	36	What use is the ***** I find in the **** *****?	27
13	What can I do in the **** *****?	13	37	How do I kill the *****?	26
14	What do I do in the soporific *****?	10			
15	How do I stop the ***** from sobbing?	16			
16	How do I avoid being killed by the *****?	25			
17	How do I catch the *****?	11			
18	How do I get past the ***** in the *****?	12			
19	What do I do in the ***** *****?	35			
20	How do I survive in the *****?	15			
21	How do I get through the 4 **** of Hamil?	4			
22	What is the significance of the *****?	9			
23	What is a given *****?	36			
24	How do I avoid being killed by the ***** in the ***?	33			

Still stuck? Send full details to:



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About the Author . . .

Jonathan Partington, in his more serious moments, is a professional Pure Mathematician who teaches Maths in a Cambridge college and is, he says, 'a popular and witty speaker'. En-route to writing adventure games he achieved a certain notoriety in the field of Computer Poetry, and one of his computer sonnets, 'How can the purple yeti be so red?' appeared in several anthologies of comic verse.

As is appropriate for a Mathematician, his adventures tend to have an inner logic of their own, although what it is, is not always immediately apparent to the player! There is an eager following for his games amongst the computing fraternity at Cambridge University, and they are rarely disappointed.

. . . About the Adventure

Night, blackest night. Bones weary after days and nights in the saddle. And always, always, at the back of your mind: *Hamil*.

Hamil. A land of sorcery and romance; of strange but loyal beings; of immense fountains, a castle, a museum filled with bizarre antiquities which only the King can put to use.

'*Mine*'; you tell the damp walls of the primitive chapel, a place of temporary refuge from the hostile beings who've been following you for weeks, equally determined to be the new masters of the land you seek. 'All that — and more — should be mine.'

For you are the rightful heir to the throne of Hamil. How unfortunate that you were stolen away as a child. And how splendid that you are, at last, setting out to reclaim your throne . . .

Slowly, like a black tide, comes sleep, blissful sleep, and you dream again of the legends that say one day you will return to claim your rightful inheritance . . .

GAME SIZE: Moderate, with many unusual puzzles. **RATING:** Medium.

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A mysterious body — known only as The Ruling Council of Acheton — has issued a challenge to life-forms everywhere: 'We hereby challenge the greatest adventurers in the universe to uncover the dread secrets of our Realm. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at . . . The rewards will be great: riches immense, and power supernatural, and the knowledge that you have succeeded where others have failed.'

GAME SIZE: Expansive, with a wide range and a very high standard of problems. **RATING:** A real challenge.

'Kingdom of Hamil' © Dr. Jonathan Partington 1987

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