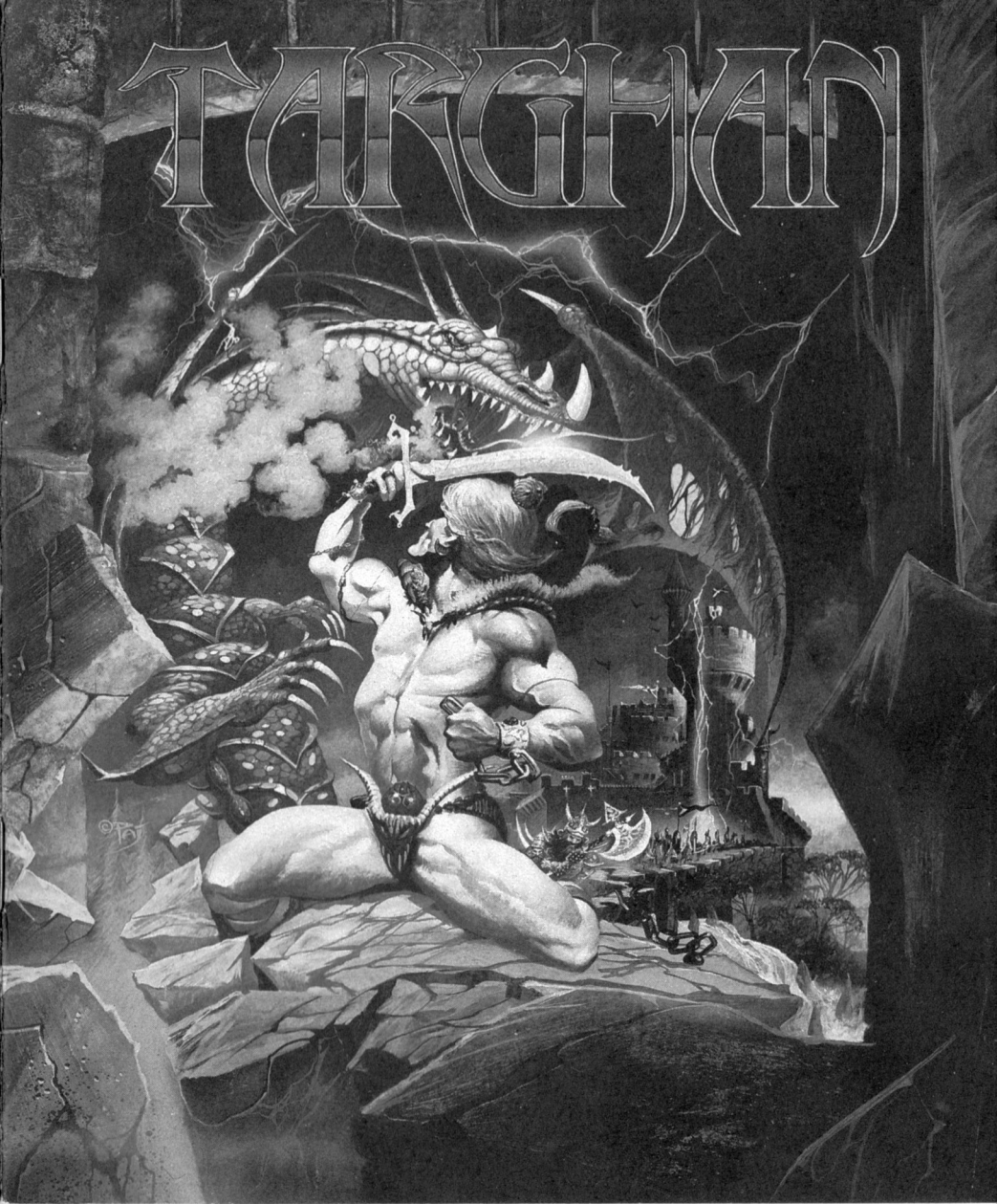


TARGHAN



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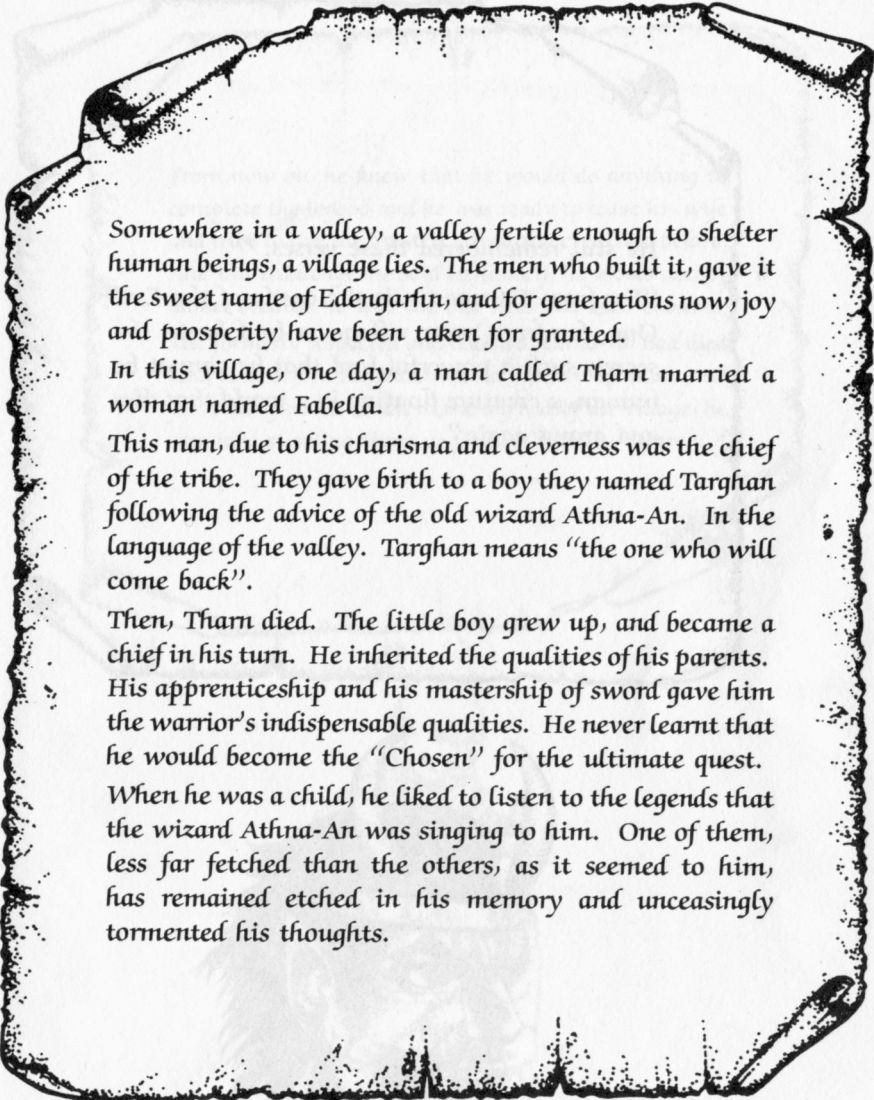
CREDITS

TARGHAN

Authors : Michel PERNOT
Pascal EINSWEILER
Music : Michel BAILLOT
Scenario : Christophe FAGOT







Somewhere in a valley, a valley fertile enough to shelter human beings, a village lies. The men who built it, gave it the sweet name of Edengarfin, and for generations now, joy and prosperity have been taken for granted.

In this village, one day, a man called Tharn married a woman named Fabella.

This man, due to his charisma and cleverness was the chief of the tribe. They gave birth to a boy they named Targhan following the advice of the old wizard Athna-An. In the language of the valley. Targhan means "the one who will come back".

Then, Tharn died. The little boy grew up, and became a chief in his turn. He inherited the qualities of his parents. His apprenticeship and his mastership of sword gave him the warrior's indispensable qualities. He never learnt that he would become the "Chosen" for the ultimate quest.

When he was a child, he liked to listen to the legends that the wizard Athna-An was singing to him. One of them, less far fetched than the others, as it seemed to him, has remained etched in his memory and unceasingly tormented his thoughts.

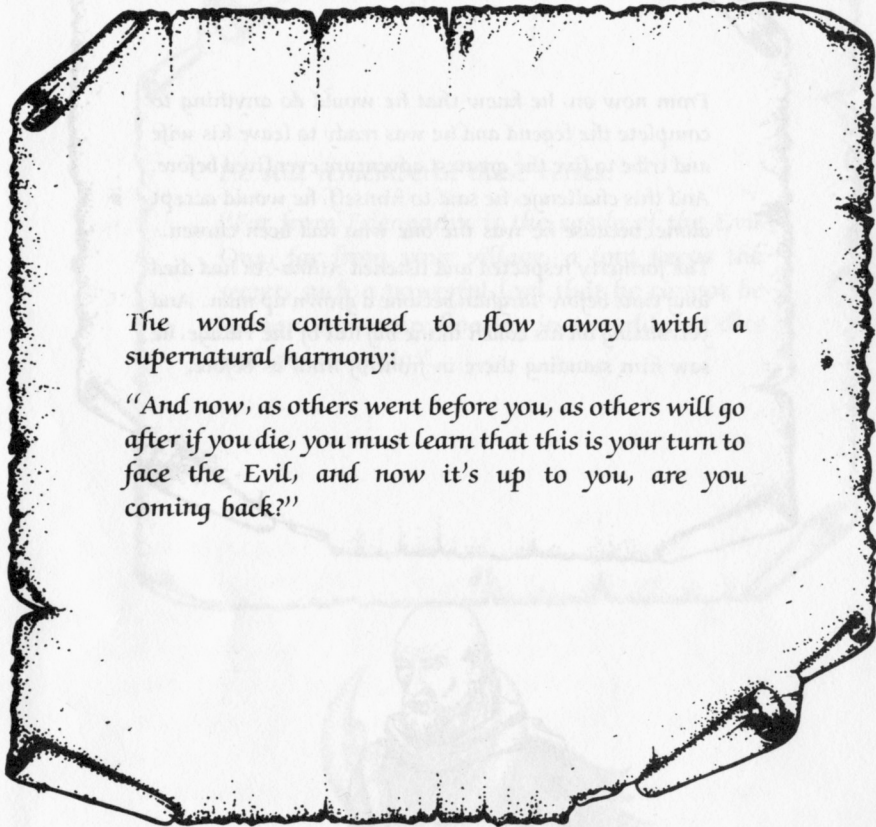
He still remembered these verses:

“Far from Edengarfn is the castle of the Evil One, far from your village, a lord keeps the secret, such a powerful lord that he cannot be human, a creature floating in a world that dies and grows again”.



From now on, he knew that he would do anything to complete the legend and he was ready to leave his wife and tribe to live the greatest adventure ever lived before. And this challenge, he said to himself, he would accept alone, because he was the one who had been chosen. The formerly respected and listened Athna-An had died long time before Targhan became a grown up man. And yet, sitting on his couch in the big hut of the village, he saw him standing there in front of him, as before.





The words continued to flow away with a supernatural harmony:

“And now, as others went before you, as others will go after if you die, you must learn that this is your turn to face the Evil, and now it’s up to you, are you coming back?”

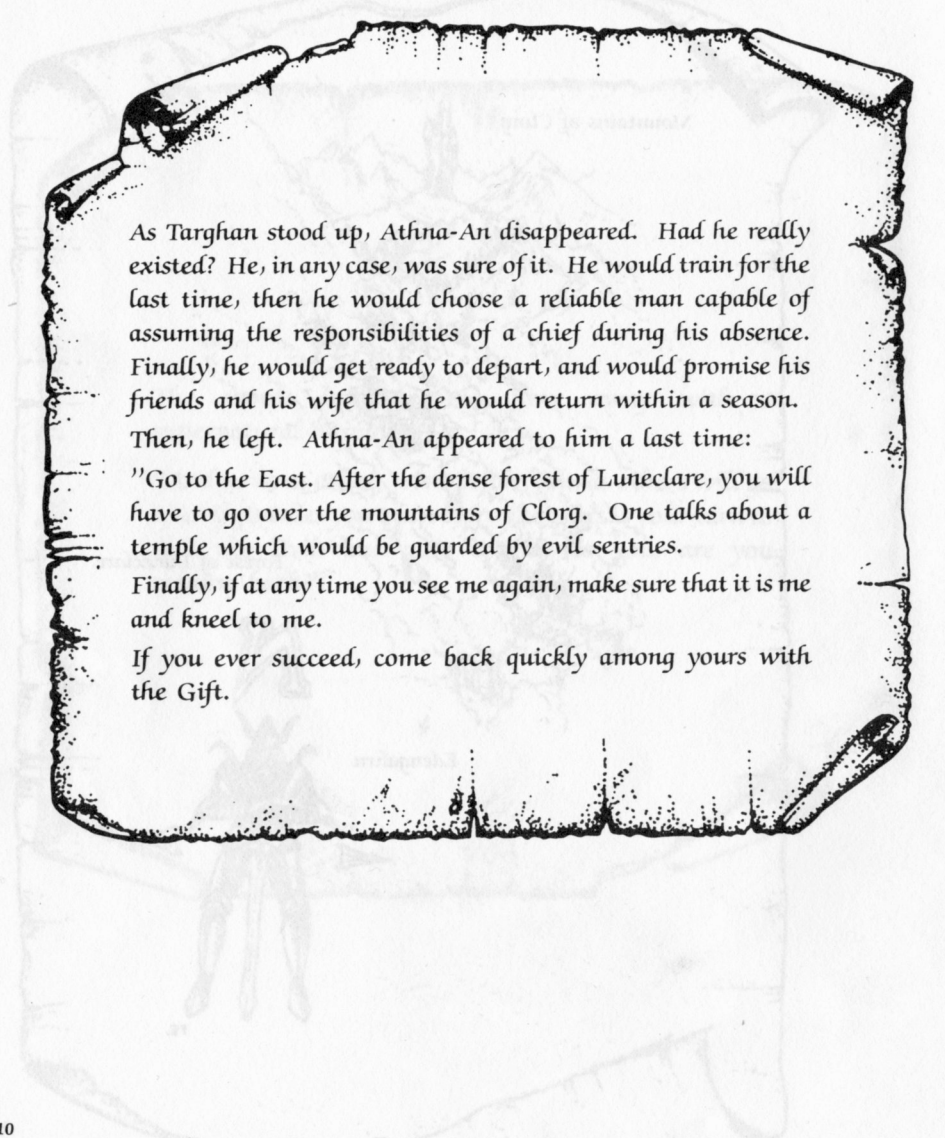
Mountains of Clorg



Forest of Luneclare

Edengahrn



A scroll with text on it, set against a background of a map. The scroll is unrolled, showing the text. The map in the background shows a landscape with mountains and a forest. The scroll is drawn with a stippled effect, giving it a textured appearance. The text is written in a simple, sans-serif font.

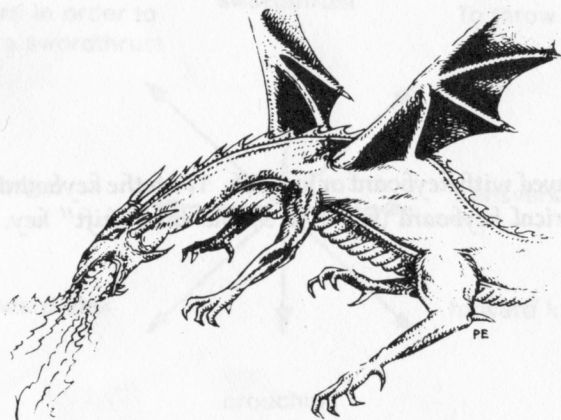
As Targhan stood up, Athna-An disappeared. Had he really existed? He, in any case, was sure of it. He would train for the last time, then he would choose a reliable man capable of assuming the responsibilities of a chief during his absence. Finally, he would get ready to depart, and would promise his friends and his wife that he would return within a season. Then, he left. Athna-An appeared to him a last time:

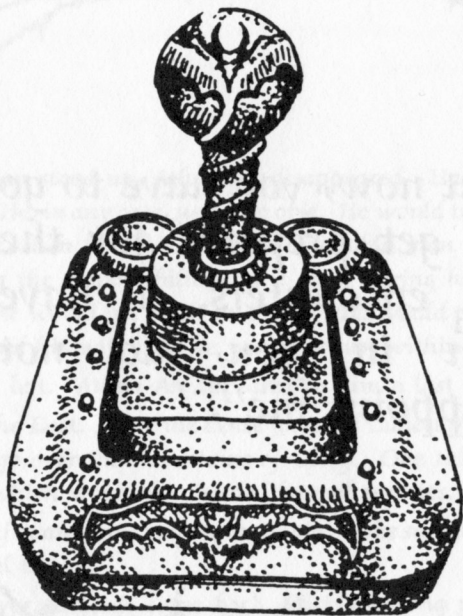
"Go to the East. After the dense forest of Luneclare, you will have to go over the mountains of Clorg. One talks about a temple which would be guarded by evil sentries.

Finally, if at any time you see me again, make sure that it is me and kneel to me.

If you ever succeed, come back quickly among yours with the Gift.

“But now, you have to go and get prepared for the bad encounters. I have faith in you, do not disappoint me”.





Can be played with keyboard or joystick. With the keyboard, use the numerical keyboard (key 1 to 9) and the "shift" key.

Without Shift key or button fire: (keyboard or joystick)

to turn in
order to jump

to jump

forward jump

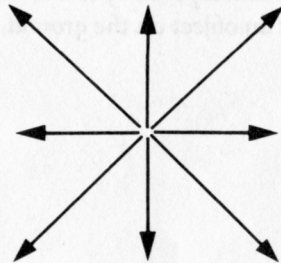
half turn

to walk

to turn in order
to pick up

to pick up an object

crouching
down



With Shift key or button fire: (keyboard or joystick)

to turn in order to
give a swordthrust

reverse
swordthrust

To throw shuriken (ninja star)

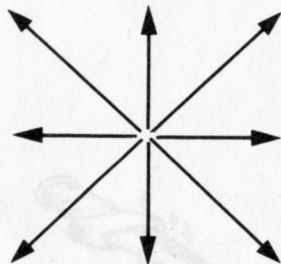
to dodge

transverse swordthrust

backward kick

forward kick

crouching
swordthrust



Handling of the objects

When you pick up objects, they will be displayed in an icon. To use them, press the function key corresponding to the number of their case (key F1 to F5). To place an object on the ground, press key F10 before selecting it.

COMMANDMENT IV OF THE BOOK OF LIFE

“You will Bow before Gandalf, the God of Eternity and Renewal”.

