

The Last Oath

Installation

The Last Oath is a game designed to run on the Amstrad Cpc 6128. It is supplied in .dsk format.

It can be played on an Amstrad Cpc, but also on any Cpc emulator.

For example [Caprice](#) emulator

If you prefer an online emulator, you can take a look at [Crocods](#). You will still need to download the .dsk file and open it from the emulator's web interface.

Once the floppy disk has been inserted, you can launch the game. To do this, at the Amstrad command prompt, type **run"disc.bas"** or simply **run"disc**

SAVE and **LOAD** commands allow you to save/load your progression (single backup slot).



On an emulator, use the emulator's savestates if you want to manage several backups.



How to play

Controls

The Last Oath is a **PARSER** game, i.e. you need to enter commands to carry out the actions.

Commands can be:

- just a **VERB**

Examples:

- **NORTH**
- **INVENTORY**
- **WAIT**

- a **VERB** plus an **OBJECT**

Examples:

- **Take** the **KEY**
- **TALK** to **ORACLE**
- **LOOK AT ME**

- a **VERB**, an **OBJECT** and a **COMPLEMENT**

Examples:

- **USE** the **KEY** with the **DOOR**
- **PUT** the **KEY** on the **TABLE**

In the examples above, the linking words may or may not be entered.



Commands can be entered in either **UPPERCASE** or **LOWERCASE**.

Choices

Some phases of the game offer choices rather than commands. In these cases, a list of options appears on the screen.

In these phases, use **the UP and DOWN arrows** to select your choice, then press **ENTER**.

Game screen



Compass: It's there to keep you on the right track.

Hourglass: This shows the number of turns that have elapsed since the start of your adventure.

Portrait: Informs you of your status.

Description: Text box describing the locations, objects and results of your actions.

Choices : List of options available in **CHOICE** mode

Command: At the bottom of the screen, a strip is reserved for entering commands. When the game is in **PARSER** mode, the '>' character appears at the beginning of the line.

Prologue

The pale light from the crystal ball shines on the old woman's empty-eyed face. The oracle of your village has summoned you and you wait feverishly to hear what she has to say.

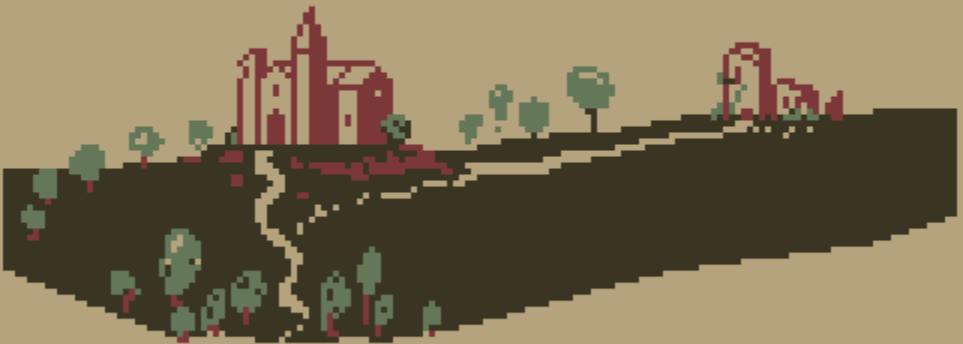
— We don't have much time...

— I've explored the twists and turns of the future... only you still have a chance of lifting the curse that has struck our village.

— Set off without delay... to the north... in the middle of the forest... The chapel. Hermes...

A long moment passes while the oracle remains prostrate. You recognise these signs. All those struck by the curse gradually lose their free will.

At first, they act mechanically, then gradually lose the ability to speak, eventually becoming incapable of the slightest action... and letting themselves die.



The Grimoire

This is a transcription of Hermes' grimoire.

Light

- When the substrate is yellow, add salt
- Stir when orange
- Add the berries when pink

Remember to turn off the heat, otherwise, the substrate will revert to its original state as soon as it turns white.

Invisibilité

- When yellow, add the berries
- Stir when orange
- When pink, add pepper



This recipe is the transposition of the light potion



Stimulant

- Light the fire and season with salt
- Without waiting, add the mint
- Stop heating
- Stir when yellow



If all goes well, the liquid should turn green.

Soporific

- **Transpose** the recipe for the stimulating potion



This mixture is indistinguishable from its transposed.

Dawn

- Light the fire and season with salt
- After 1 hourglass, add the amanites
- Return to orange and stir



NEVER TRANPOSE THIS RECIPE

Tips

Shortcuts

Some commands have abbreviations.

- | | |
|---|--|
| <ul style="list-style-type: none">• NORTH : N• SOUTH : S• EAST : E• WEST : W | <ul style="list-style-type: none">• INVENTORY : I• EXAMINE/LOOK : X |
|---|--|

 You're always facing **NORTH**.

Alchemy

Most of the time, you won't need to target the cauldron every time.

For example: **ADD the CHEESE in the CAULDRON** can also be written **ADD CHEESE**.

The same applies to mixing. There's no need to write **MIX the SUBSTRATE with the SPOON**. A simple **MIX** command is enough, as long as you have an object in your inventory suitable for this function.

 The colour of the mixture gives an indication of temperature and condition.

Credits

Author



[The Last Oath](#) was created
by Xavier Direz, aka [Narkhos](#) for the
[Concours de Fiction Interactive 2024](#).

Beta test

- Samuel Vershelde (Stormi)
- [Old Seak](#)

Resources

Programming in C for the Amstrad CPC

[Oldschool is Beautifull](#)

[CPC Mania](#)

[Amstrad CPC firmware references](#)

Additional resources

Colour palette used in this manual: [Aurel L.](#)

Font used for the titles of the manual: [Kinhthings Foundation](#)