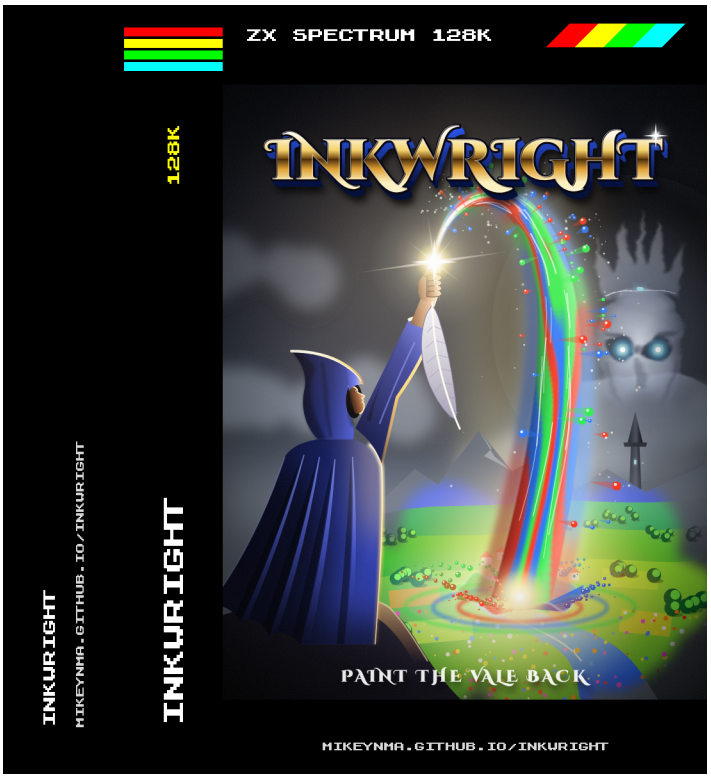
Cut on the corner marks; fold on the dashed marks. The front faces out, the flap goes behind.



The leaflet: cut out, fold in half, and slip it into the case behind the inlay.

THE STORY

Once the Vale was bright with eight inks. Then the Grey King came down from his tower and drank the colour from the world.

Only the inkwrights remember how to paint it back, and there is one apprentice left: you. Win back BLUE, RED and GREEN from the three shrines, mix them, and paint the King out with WHITE.

LOADING

128K or +2: choose Tape Loader and press PLAY.

inkwright-turbo (3 min) and inkwright-special (6 min): make your apprentice while it loads. They must play in real time, as a cassette does.

inkwright-normal: loads anywhere, even instantly. NEW JOURNEY asks the same questions.

KEYS

Q A O P or the cursor keys to walk. SPACE, ENTER, M or 0 to act: talk, open, read, or (with nothing in front of you) the field menu. Kempston joystick: switch it on in the title's menu.

FIGHTS

FIGHT with your pen, INK to cast a colour you hold, ITEM, or FLEE.

Colours are opposites when they add up to white: B-Y R-C M-G W-K. Paint a creature its opposite for three times the effect. Its own colour only feeds it.

NOTHING DIES

Lose a fight and the tape rewinds to where you came in. Win, and the creature is restored to what it was. Restore enough of a kind and they have all gone home.

SAVING

Sleep at an inn and it offers to save your journey to tape.

HINTS

The people of the Vale say where to go next. Listen, and talk to them again when things change.

A new ink opens new ways: walk into whatever blocks you.

Mixed inks are keys too.

Some people miss a creature the Grey took. Restore one, then visit them.

Hob the smith can temper your pen, for a price.

ABOUT

An original game for the 128K Spectrum, free to play and share. Tapes, music and more at mikeynma.github.io/inkwright