

DONDRA

A New Beginning...



The First in the Questmaster™ Series

Dondra: A New Beginning...

2187, the year your legacy began. Dondra, world of the Elders...a place of harmony and tranquillity. The masses were content and at rest with each other. War was virtually nonexistent. The wisdom of the Elders had been undisputed for over 100 years.

Meanwhile, in another dimension...

The universe is filled with pestilence, crime and disease. Colnar is the being who rules all evil, controlling everyone and everything. He is planning time travel to another state of being, a new universe which is prevalent with happiness, so that he may once again spread his evil ways.

Time passes...

2199, Colnar begins the domination of this new dimension in time and space. The Elders anticipate the need of foreign aid and form a pact with the Tellasien race of Halcar, a neighboring planet.

"The Tellasien race must defend the Elders against any evil forces. If life is taken for naught...then they must avenge their death."

Colnar has reached Dondra and has initiated his devious plan to abolish this nucleus of organization. After taking over the minds and bodies of a neighboring town, Colnar's now evil warriors brutally attack and slay all of the people in the main city of the Elders. The last remaining wisemen, using telepathy, summon their defenders just before being killed.

A New Beginning...

You are the Questmaster, last of the Tellasien race. It is your destiny to avenge the death of your brethren, defending this universe against the clutches of evil...

Available soon on the Apple II, Apple IIgs, Commodore-64, IBM CGA & EGA

Extremely enhanced versions for Amiga, Atari-ST, and Macintosh available Fall '88

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