
Tourney Journey - Game Manual

CS4303 - Video Games

Hail Adventurer!

Our kingdom has been invaded! Our capital has been besieged! Oh the humanity!

My distant nephew's cousin, whose ancestors were betrayed my great great great grandfather, and were thusly banished from our great and awesome land generations ago, have sworn revenge. Their forces have now swept these lands, leaving misery and corruption wherever they go! Worse, they have spies scattered throughout our great and awesome society, and i fear they have infiltrated every level of our government!

Only you can save us, great and awesome adventurer, as your ancestors did generations ago when my distant nephew's cousin's ancestors, who are also my ancestors, were forever banished from this great and awesome land!

As I write this, I fear my time is nigh, for I am running out of ink, and what with the high inflation rate it is difficult to come by these days, even for a king! So please, brave and awesome adventurer, make your way to the capital and save this great and awesome kingdom! Just beware - the forces of evil which have invaded are everywhere. You will likely need every ounce of cunning and bravery you have, as well as those strong legs you surely inherited from your father.

Beware! For your adversaries will also seal the doors you will need to pass through in order to progress in your great and awesome quest! You will need to defeat them all in order to advance.

To further aid you, I have enclosed two ancient spells safeguarded by our kingdom to help you in your quest. One will allow you to temporarily disable gravity, allowing you to fly for short periods of time. The other will allow you to slow down the flow of time, making your adversaries easier to combat. Remember to use these wisely, as they will require recharging after being used.

I shall await you with great impatience!

Signed,
Your great and awesome ruler