

Storm Morloc's Tower!

Morloc has sworn to level the city of Hagedorn by tonight, upon the rise of the new moon. Unless Brian Hammerhand can fulfill his quest, none of the inhabitants of the town, pursued by the awesome and evil power of the wizard, will live to see the next sunrise.

Morloc commands the fire that burns the soul and a host of evil and inhuman servitors -- from a pack of ravenous hounds to a fiery salamander (a species of corporeal fire elemental) and worse. The foul warlock rests secure in his tower, but the seeds of his destruction are sown therein. As Brian Hammerhand, can *you* puzzle out the workings of Morloc's possessions and so use them against their master? Will *you* slay the archvillain and save the fair maid Imelda for better uses than roasting in a fireball???

Morloc's Tower is MicroQuest Number 2 of the DUNJONQUEST series. In it you'll find 3 kinds of rings, a magic sword, two amulets, half a dozen other treasures, 30 rooms, 18 real-time command options, and a dozen types of monsters including crafty old Morloc himself. Morloc's tower is an intelligent opponent for you to vanquish. *Morloc's Tower* is a fascinating game that's easy to learn but a real challenge to master. Even after you've figured out all of the puzzles (or think you have), you'll play again and again to improve your score. Be warned: the optimal solution will prove to be even more elusive than the mad wizard. Here's hours of fantasy adventure for you and your microcomputer.

Morloc's Tower includes everything you need to begin your quest:

- game program
- 1200-byte data file
- colorful 16-page manual

Available now for TRS-80 (Level II with 16K RAM -- instructions included for converting to TRSDOS) and PET (old or new machines with at least 20K of RAM). Available for APPLE in January, 1980.

Ask your dealer for *Morloc's Tower*, or send \$14.95 to Automated Simulations, P.O. Box 4232, Mountain View, CA 94040. MasterCharge and VISA now accepted. California residents please add 6% sales tax.

