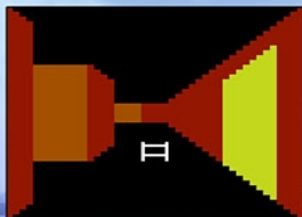# REALMS OF QUEST

Enter *Realms of Quest III*, the computer game that offers you the chance to assemble a party of six adventurers who undertake heroic acts in a vast world of deep dunjons to explore, fantastic creatures to fight you, and treasures to be won.

The adventure is not for the faint of heart, it is a challenging but rewarding experience. You are invited to discover for yourself the following features that await you in this grand computer role playing game for the Commodore VIC-20*:

- 12,000+ lines of assembly language, compiled into a fast and responsive game-playing experience.
- An easy to understand, intuitive, user-friendly menu system and interface.
- Multi-color graphics along with a 3D first person perspective when you explore the underground dunjons.
- Over 70 monsters, where each of them is represented with it's own portrait during combat.
- 40 magic spells, 8 races, 8 classes and many different weapons, armor, potions and special items.
- In-context game music, a "surface" world map, along with joystick support (32K version).
- The double-sided disk includes the complete *Realms of Quest Trilogy* along with several other games by the author: *Dunjon II, Ringside Boxing, Break-Fast, Napoleon Simulator*, plus many more. 20 games in all!
- A detailed and illustrated 36 page instruction manual with several tables and charts for easy reference.

* - *Realms of Quest III* requires 32K memory expansion. *Realms of Quest III: Dunjon Crawler* requires 16K. The rest of the games in this package (including *Realms of Quest I + II*) can be run on the unexpanded VIC-20.

Screen pictures shown from VIC-20 version of game.

Realms Of Quest

16K / 32K VIC-20 DISK

VIC-20

To load type LOAD "C*",8 (RETURN) and then RUN (RETURN)
Note: Games on disk 2 will work on an unexpanded VIC

Realms Of Quest

16K / 32K VIC-20 DISK

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