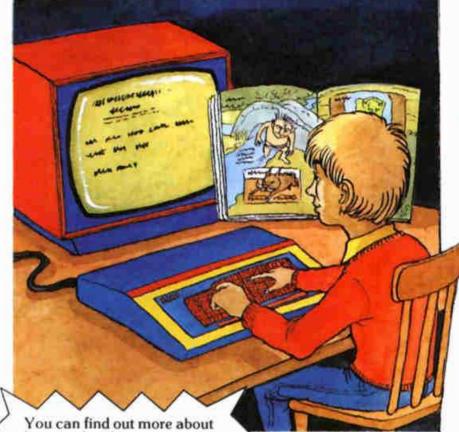


About this book

This book contains an exciting adventure game program to type into your computer and play. The game is set in an imaginary land ruled by a wicked tyrant. Your task is to free the people of the land from his domination. You will need to use magic as well as your skill and imagination to succeed. If you have never played an adventure game before, you can find out what happens in them and what you have to do on the opposite page.

The first half of the book shows you the world in which the adventure takes place and the people and creatures who inhabit it. You can refer to these pages as you play. Some of the pictures contain secret information, or things you may want to examine more closely.

The program listing starts on page 18. It is designed to work on the Commodore 64, VIC 20, Apple, TRS-80, BBC, Electron and Spectrum computers. The program is very long and you need to type it exactly as it is printed for it to work.



Playing the game



Over the page you can read the story behind the game and find out more about your quest. Pages 6 and 7 show the imaginary landscape you will travel through. You can look at this when playing the game to find where you are. There are several puzzles and twists in this game so it will probably take you lots of attempts before you solve it. However, each time you play you will learn more about how to deal with the problems and dangers on your way.*

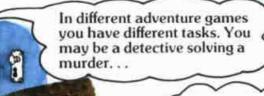
*If you get completely stuck, there are some clues on page 32.



When you play an adventure game, you become the hero or heroine of the adventure. You have a dangerous quest and you need all your ingenuity and cunning to succeed. You may meet monsters or enemies whom you have to outwit. You may come up against obstacles such as a raging torrent or a landslide blocking your way. You will come across objects as you play the game (a lamp or a rope, for example) which, if you use them properly, will help you to overcome hazards.

. . . a spy searching for

secret information.



. . . a pirate hunting for treasure.

You travel around the imaginary world of the game by telling the computer in which direction you want to move (north, south, east or west). The computer will describe where you are and tell you about any characters or objects there. You type instructions telling the computer what you want to do. You can find out how to give the computer instructions for the game in this book on page 31.

You usually give the computer instructions consisting of two words, for example, CLIMB TREE.

You may lose the game if you get stuck; for instance, if you come to a locked door and you failed to find the key beforehand, or if your enemies capture you. You can play the game as often as you like, though. It will be different each time depending on the route you take, what objects you pick up, how you use them and how you deal with other characters in the game.

You may need to use objects you collect in unusual ways.

> Turn the page to find out about your quest in the adventure game in this book.





Since then, the Sylvani have lived in terror as slaves of a merciless overlord, Grarg Ogban, and victims of his murderous thugs. He uses the Stone to wreak destruction on the families and friends of anyone who dares oppose him.

The Sylvani Elders once had hope. Pari Sylvan, brutally murdered by the invaders, left behind a baby son, Kylar. He was entrusted to a wise hermit who brought him up. His identity was kept a closely guarded secret.



Before she died, Pari Sylvan had locked into the mind of her infant son a secret: her royal ancestors had given the people certain magic objects whose combined power would overcome any evil force controlling the Stone of Destiny.



Over the centuries the whereabouts of these seemingly insignificant objects had been forgotten. Kylar Sylvan set off to try and locate them. For years he searched, telling no one of his progress for fear of endangering their lives.

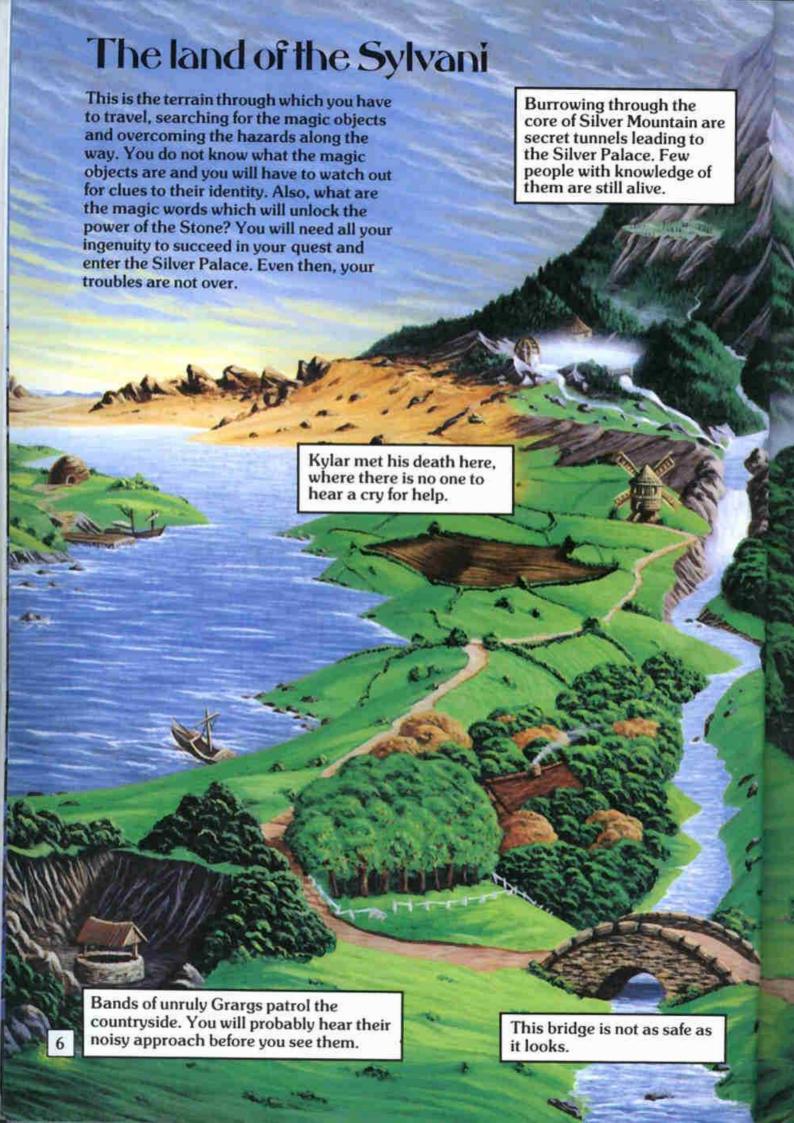


One day, when the Elders sensed he was on the brink of success, Kylar was slain by a greedy Grarg who coveted a brooch he wore – a present from the hermit. Any magic objects he had found returned in a trice to their resting places.



Since then, the Elders have revealed the quest to a succession of true and worthy Sylvani: all have failed. Now they cry out to anyone who will listen:

"Who will accept the challenge and free us from tyranny?"











son Kylar was a puppy. Intent on inflicting suffering on any member of the royal

household, even a dumb animal, Magrarg

put a spell on the puppy condemning it to

the Palace for ever. Having known no

playful young puppy has grown into a

ferocious guard dog.

kindness since the first weeks of its life, the

