



Dragon Data Ltd.

ADVENTURE TRILOGY

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AO M30881

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• WELCOME TO ADVENTURE TRILOGY

This graphic adventure game is set in the second age of Mandorool. You are living in the realm of Mandor, beneath the Cimeeon Moon. You are the great lord warrior, the O'venlo'eer. Your most powerful weapon is your sword, the mighty O'sword which can release deadly fireballs at your command. Once you have proved your worthiness in combat you will be sent on a quest to restore the Eye of Dazmor to its resting place in the forsaken Gulch. The eye is located beneath the castle Argaan, somewhere within the perilous White Void.

Your first adventure is within the great walls of the castle Balrog, in the ancient ceremonial arena. Here you will face two opponents, the Narthoks and the Tooamoth. After you have defeated both of these you will be sent into the White Void to begin your second adventure.

Once inside the White Void, your exit will be barred until you return to the surface with possession of the Eye. Once this is done, you can escape through the scintillating colours into the Ungrek mountains.

In the heart of the mountains you will come across a cave. Upon entering the cave, you will find yourself at the top of a long descending staircase. You must carry the Eye down into this subterranean world and restore the Eye to its resting place in the forsaken Gulch.

• LOADING ADVENTURE TRILOGY

- 1 Place the cassette in the cassette recorder, rewind the tape and press the PLAY button.
- 2 Type CLOADM and press ENTER.

When the first adventure has loaded, the cassette will stop and the program will automatically execute upon completion of the first adventure, pressing any key will cause the second program on the tape to be loaded and executed automatically.

• PLAYING ADVENTURE TRILOGY

During the ceremonial combat (the first adventure) there are three commands you may use: PARRY, ATTACK and FIREBALL. All the commands listed below may be used within the underworld, excluding the FIREBALL command:-

ATTACK	
EXTINGUISH	To put out your torch to conserve light.
FIREBALL	To release a ball of fire. Your sword only contains two of these.
HIDE	
JUMP	
KNOCK	A polite way to enter a room.
LIGHT	To light a torch (if you have one).
LISTEN	You might listen for an encounter in another room, or for pullies, moving walls or the slamming of a door.
OPEN	To open a door directly in front of you.
PARRY	To deflect the blows of your opponent.
PRESS	
PULL	
REST	To revitalize your strength after a long battle. This can take a long time.
SEARCH	You may have to try several times.
TAKE	To gain possession of the Eye.
TAP	To make noise or find cavities in the walls.

Use the arrow keys to turn left or right and to move forwards or backwards.



Dragon Data Ltd.,
Kenfig Industrial Estate,
Margam,
Port Talbot,
West Glamorgan.
SA13 2PE.