

Claws of Despair

spectrum 48k



PLAYERS

LOADING INSTRUCTIONS

Type: LOAD "" ENTER

CONTROLS

H or HELP-Displays message

I, INVENTORY or LIST-Lists the objects that you are holding

L or LOOK-Description of location

N or NORTH, S or SOUTH, E or EAST, W or WEST-Direction commands

URNS-Indicates the number of turns you have taken

THE STORY

Having gone forward to accept his dangerous quest you must go forth into the wilderness to tackle the forces and all those that guard the Staff of Sarfrin, needed for survival. The only form of protection you hold, is the ancient star of Thorgrim, without this, the Staff is untouchable. Many dangers await you going through the mountain-maze, so keep good sense of direction always and be ready for action, for the Staff is well guarded by its keeper. A piece of advice, be aware of the city guards of Carloon.

The way to return home a hero is with the staff that will then reassure the land which will then become yours.

Although you are the son of a noble family, have you the courage to take on such a dangerous quest. There is no turning back now, you are wearing the star of Thorgrim to protect you, without it you are sure to meet with a tragic end. Your King depends on you to find the staff of Sarfrin. **MAY THE GODS GO WITH YOU !**

HAVE YOU WRITTEN A GOOD GAME?
IF THE ANSWER IS YES, AND YOU WOULD LIKE
PLAYERS TO EVALUATE IT FOR PUBLISHING

THEN WRITE TO:
THE EVALUATION MANAGER
PLAYERS SOFTWARE
MERCURY HOUSE
CALLEVA PARK INDUSTRIAL ESTATE
ALDERMASTON BERKS

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In this adventure your King and the people of the land depend on you to complete the quest for survival. Your object is to find the Staff of Sarfrin that is required to restore the land.

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PLAYERS

