



COMPASS SOFTWARE

DEMON FROM THE
DARKSIDE



DEMON FROM THE DARKSIDE

THE STORY SO FAR

Long ago, in the first age of the Ring master, a Falcon staff fell into the hands of Drakon, the wizard of Valonia. Because he did not destroy it Drakon was turned to the darkside of evil and ancient magics of old. With his new found strength, he sent forth an army of shadow demons which conquered the lands and armies of Valonia. It was now that Drakon began to walk among man and with the Golden mask of satan would go un-recognized amongst them until it was too late. Their souls would be taken in dead of night and used to feed the giant skull of evil which stood in the hall of rats. Ashmeard, the wizard of Dral, fought Drakon and seized the Golden mask. With an evil scream Drakon leapt to his horse and rode into the cave of Illindel never to be seen again. A decade has passed since those evil times but once more shadow demons walk the land and the dark force grows strong. Drakon is returning . . .

YOUR QUEST

You play the part of Morrack, apprentice to the wizard Ashmeard, while Ashmeard stays in Dral to buy time and to fight against the shadow demons. Your task is to find and kill Drakon and to retrieve the Falcon staff before the main army of demons cross the lake.

Beware the Raven . . .

TO LOAD THE ADVENTURE

SPECTRUM: LOAD " " then press ENTER

AMSTRAD: RUN " " then press ENTER

COMMODORE: Press SHIFT and RUN STOP simultaneously.



DEMON FROM THE DARKSIDE



1987 COMPASS SOFTWARE

The Ultimate Quest...

Adventure for Spectrum Commodore 64 Amstrad

All playing instructions are included

Programmed by J. LEMMON

