

# KEYS OF ROTH



FOR THE DRAGON 32

*Phil Burdome*

# KEYS OF ROTH by A. Nuttal.

Hardware Required: Dragon 32.

## INSTRUCTIONS:

The program should be loaded using `CLOAD ""` as a direct command.

You are an adventurer in search of the Keys of Roth. By using your powers of deduction and determination you will have to overcome the mysteries of the caverns. Dangers include real-time battles against the monsters of the underworld and overwhelming magical forces.

On your journey you will have to take crucial decisions. These decisions, if correct, will lead you to the Keys of Roth.

The responses to all questions in the game are given in the question itself. i.e. PICK IT UP OR IGNORE IT?, would be answered with PICK or IGNORE. During the game, pressing C will show you what you are carrying. In combat you have three attacks and three responses, remember that all fights are in real time. If you are too slow, it's too bad. You are allowed to (K)ick, (S)tab, (B)ash, or (H)it. Your response to these attacks from your foes is (C)ower, (P)arry, (B)lock, and (D)uck, respectively.

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Artwork by Phil Gascoine.

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KEYS OF ROTH  
For the Dragon 32

An off-beat adventure to track down the keys to free the Wizard of Roth. Will you survive the real time battles against the monsters of the underworld and solve the riddles of the caverns?

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