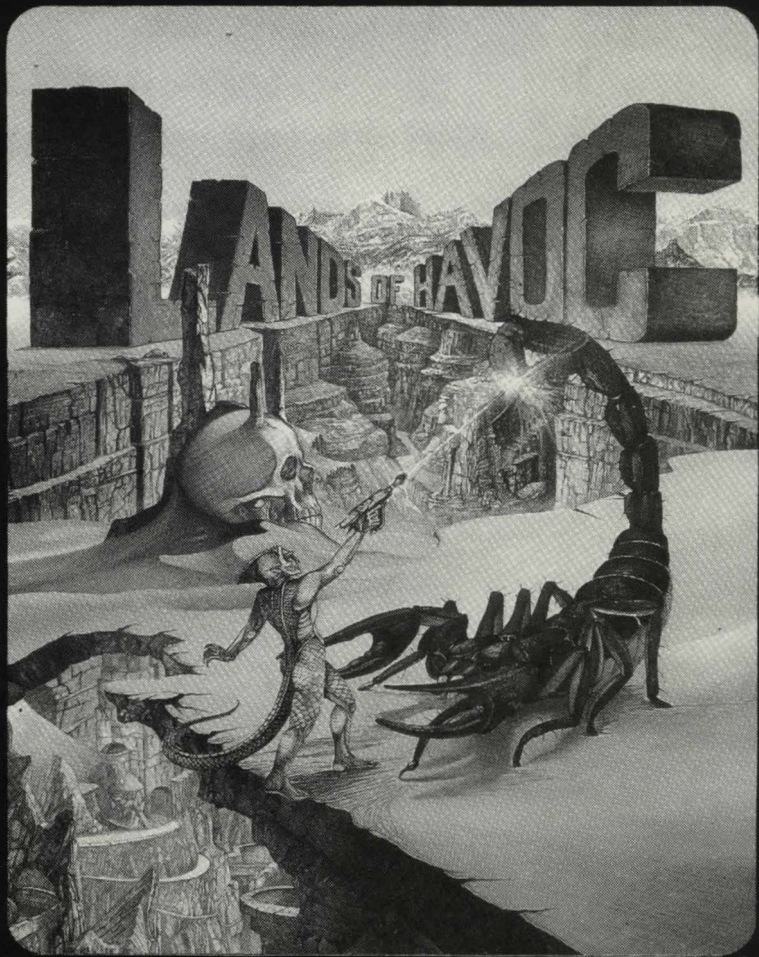


# SINCLAIR QL



## MICRODEAL

# THE LANDS OF HAVOC

**BACKGROUND:** Another place and another time. A land of plenty. A land healthy and beautiful. A people happy and prosperous. Thus was the land of HAVEN. Cared for and tended to by the HIGH VANISH - a magician of power no less than that of MERLIN himself. The land had all that anyone could ask for until the DARK LORDS came. By treachery and deceit they overcame and destroyed the HIGH VANISH and began their evil work to corrupt the land. The land of HAVEN was to become the land of DESPAIR. The DARK LORDS, however, had underestimated the true power of the VANISH. In their haste to destroy him, they overlooked his foresight and the preparations that he had

made. They also found that his magic in the land was still very potent. For a score of years they worked their evil and slowly the land was decaying. It was at this time of transition that the land became known as the LANDS OF HAVOC, neither wholly good, nor wholly evil. And it was at this time that a stranger arrived - not a man, but a reptile in the form of a man, and with the heart of a man. Thus came SADOR - a stranger, a reptile, a warrior, and a saviour.

**THE GAME:** This then is the setting for the start of your game. You may choose to wade straight in and find things out for yourself, or you may read the extract from THE BOOK OF PROPHECY, supplied with the program.

Either way, you will need the maps, also supplied - these should be arranged in the order instructed by the program (different for each game). At first your game will be restricted to the small area described in these maps. When you have completed this stage, you will no longer have any maps to guide you in the next part - you will have to find your own way (clues in the program). When you have achieved a certain amount of success, you will be given details of a secret warp to deep in the game. You will need this for practice as there are 2000 screens to explore! The secrets of these sheets are there, waiting for you to discover them.

THE LANDS OF HAVOC

Artwork by ROGER GARLAND

## THE PROPHECY

... When the people are rich, and when the LAND offers all, then will come the dark times. Evil LORDS and legions of their attendant Sorcerers will overtake the LAND. Their evil will be tireless as they strive to corrupt what once was peaceful. No man will be able to stand against them. All will not be lost, though, due to the preparations of the HIGH VANISH and the appearance of a stranger, a man who is not a man. A score of years will pass until the stranger arrives. He will not be daunted by what he sees, only determined to defeat the forces which have brought about such corruption. On finding the chest left by the VANISH, he will know that the way to the DARK LORDS is contained within it. He will also know that nothing mortal could ever open it. How will he know these things? He will know! Just as he will know that the secret of the chest can be found in writings left by the VANISH, somewhere in the land. These writings are to be found in the BOOK OF CHANGE, hidden in the alchemists storeroom, in the middle of the village. This, then, will be the stranger's first task - to find the BOOK. The book will guide him to the resources he will need to open the chest and discover it's secrets. The chest will, in turn, reveal the whereabouts of the DARK LORDS and the dangers to be faced on the way to them. The stranger's task will be an arduous one. The Prophecy cannot predict the outcome, only the battle.