

ADVENTURE GAME.....



COMPASS SOFTWARE.....

SHADOWS OF THE PAST.....

Drakon the evil lord has evaded death! Using a time rip in space, he has gone back to the time when you started your first quest to destroy him. Using his new evil powers, he has turned Dral into an unstable waste land and now lays in wait for you! Ashmeard the wizard, your master, has been killed. His soul has been hidden by Drakon and he has imprisoned Ashmeard's zombie body in the dungeon of the castle of darkness..... Drakon has sent forth hordes of orcs to destroy the last of your friends, or turn them to the dark side of magic and now the orcs are hunting you! In a dream Ashmeard's soul spoke to you: "Morrack, it is very dark and I do not know where I am, but I may still be able to help you with the power I have left. In ten days, Drakon meets with the devil to join with him! You must destroy him before then or Dral will be lost! Seek out Wise and find the Falcon staff before it is too late. Remember, all that was, will never be again!"

YOUR QUEST.....

You play Morrack, the apprentice wizard! Free Ashmeard's body and soul and destroy Drakon before he meets with the devil. Drakon waits for you in the watch tower and is confident that you will not reach him in time. He has set many traps and his orcs are relentless in their pursuit.....
BEWARE THE RAVEN...

:::::::::::::LINE INFORMATION:::::::::::::
STAFF POWER: This shows the present magic energy level of the staff...
ZAP: Zap comes into action when you cast a STORM spell or a LIGHT spell. Both these spells take time to wear off so a count down system is used, ZAP! These spells can only be used one at a time. ZAP must = 0 :
DAYS: This just keeps you informed of how many days have past.

SHADOWS OF THE PAST: ::::::: INFORMATION: :::::::
THE FALCON STAFF: You and your staff are linked by magic. As long as you are in day light the staff will build up power for you to use. As an apprentice, you only know a few spells, but without the staff and the power, you would not be able to use them.....

SPELLS AND POWER DRAIN ON STAFF: ::::::: :::::::
To use a certain spell, just type in CAST ? eg. CAST LIGHT etc. (MUST HAVE THE STAFF)

LIFE.....:90:-Brings dead back to life...
EARTHQUAKE:80:-Starts an earthquake.....
STORM.....:70:-Starts a lightning storm...
SMOKE.....:20:-Makes a thick smoke screen.
LIGHT.....:20:-Staff glows to make light..
DARK.....:10:-Staff darkens (SET ZAP=0)..
FIRE.....:30:-Shoots out a fire ball.....

The only spell you can direct is the FIRE!
eg: CAST FIRE AT ORC-CAST FIRE AT DOOR etc.

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Adventure for SPECTRUM 48K and 128K

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