

THE ADVENTURE WORKSHOP



presents

Dungeon of Torgar

SPECTRUM 48K

DUNGEON OF TORGAR

Written by Simon M. Langan

Having finished his tale the storyteller holds up a box saying "Who will buy a genuine map to the mountain of Torgar, only five silver pieces." You sling the man the money and examine the map he gave you. It looks genuine enough, so you decide to set out the next day. It takes a little over two weeks to reach the mountain, and now you stand before the torch lit entrance to the Dungeon of Torgar.

This adventure game understands all the standard adventure commands i.e. North, East, South, West, Up and Down which can be abbreviated to N, S, E, W, U, D. Some useful verbs are EXAMINE, LOOK, GET, DROP, GIVE and many more. Other important commands are INVENTORY or (I) will give you a list of what you are carrying, SAVE will save the game position to tape and LOAD will restore a previously saved position from tape.

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