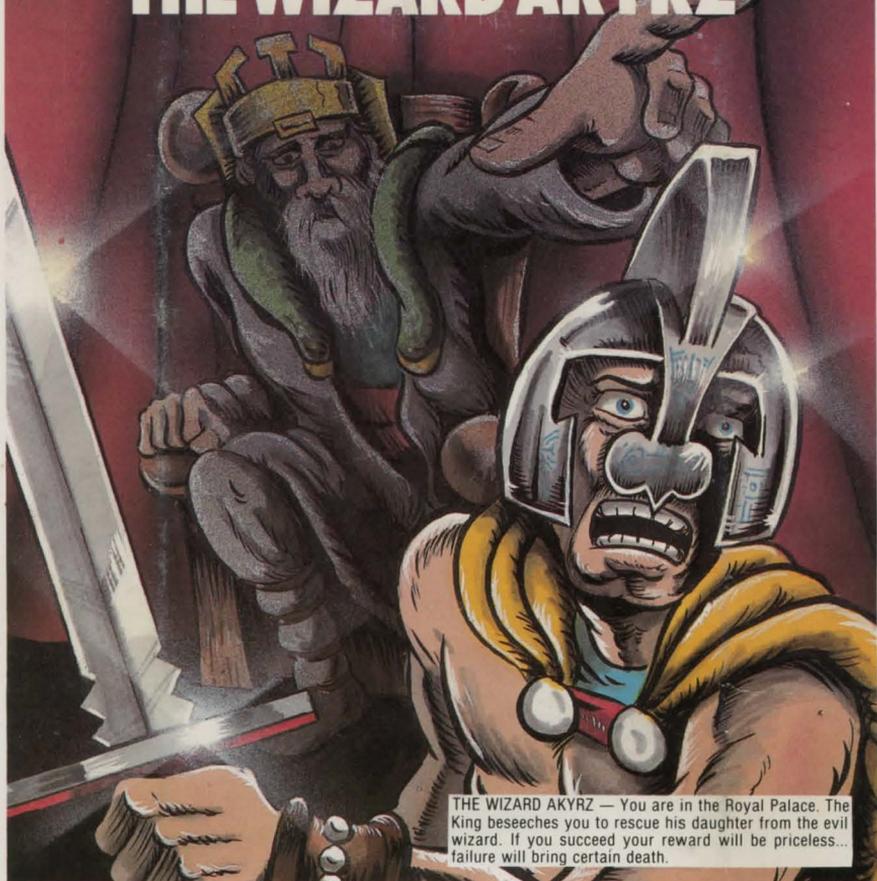


Mysterious
Adventure
By Brian Howarth

THE WIZARD AKYRZ



THE WIZARD AKYRZ — You are in the Royal Palace. The King beseeches you to rescue his daughter from the evil wizard. If you succeed your reward will be priceless... failure will bring certain death.

THE WIZARD AKYRZ[®]

The Evil Sorcerer lay in the depths of his despair, waves of spiritual agony tortured his Soul. To be defeated twice by the efforts of a mere mortal was almost too much to bear. Only an inherent force of Evil prevented the Wizard from complete vanquishment. Eons seemed to pass as the Wizard slowly rebuilt himself from within, feeding on malice as maggots feed on rotten meat. A plan was forming in his demented mind, a plan that would ensure victory over the mortal enemy.

The plan that grew would learn from the errors of the previous two plans - In the first of these plans, the Wizard had stolen the Golden Baton, an artifact that brought power and prosperity to mortals. The plan failed when a mortal triumphed over incredible odds and recovered the Golden Baton, restoring it to the Royal Palace. In retaliation, the Wizard employed his evil ally XERDON to cast a spell on the Baton itself that would render it impotent. Again this plan failed when the same mortal vanquished XERDON with the aid of a Magical Arrow.

The Wizard took heart as his new plan was now fully formed, his plan was designed to utterly destroy the mortal who had been instrumental in his earlier downfall. The Evil Wizard Akyrz himself would take on an earthy form and then he would lay a trap which would inevitably lure the mortal into an Evil snare from which there would be no escape.....

Other great games in the Range include:-

1. THE GOLDEN BATON — Venture into a strange province of Sorcery and Evil Magic to recover the Golden Baton, a priceless artifact whose powers are said to bring great Health and Prosperity to the Land.
2. THE TIME MACHINE — As a Newspaper reporter you are sent to investigate the eccentric professor who lives in the old house on the Moors. What is his secret and why is his house now deserted?
3. ARROW OF DEATH (Pt. 1) — A blight has fallen on your homelands, the Baton has become tarnished and now radiates a malevolent aura of Evil. Your mission is clear—trace the source of this Evil and destroy... or be destroyed. This is the first part of an Epic Adventure although each part can be played as a stand alone scenario.
4. ARROW OF DEATH (Pt. 2) — You now have the means to destroy your enemy... but you are far from home and this land is strange to you. Can you cope with the deadly perils which approach you and have you the strength to see your mission through to the final conflict?
5. ESCAPE FROM PULSAR 7 — Alone on a gigantic Space-Freighter... The rest of your crew have died horribly at the hands of a mutated Zoo-Specimen. Your only chance of escape is to reach the Frail Shuttlecraft. But the lurking Monster is hungry and you are the only food it has left.
6. CIRCUS — Your car has run out of Petrol on a lonely road miles from habitation. As you trudge reluctantly down the road in search of help you are suddenly confronted by an amazing sight... in a nearby field is a Huge Circus tent! But this is no ordinary Circus as you will soon discover...
7. FEASIBILITY EXPERIMENT — Far across the gulfs of time and space, a dying race of super-intelligent beings search the Universe for a Hero to save their existence... At length their thoughts turn to planet Earth. You are chosen to be their saviour in a bizarre scenario where death is a mere thought away.
9. PERSEUS AND ANDROMEDA — Travel into the realms of ancient mythology. Battle with grotesque monsters and super-natural powers as you search for the hidden secret of myth and legend.
10. TEN LITTLE INDIANS — This mystery begins with a train journey into a strange country. What secrets are held by the strange country mansion? What meaning is attached to the strange idols? Maybe you will find out if you live long enough...