

WARRIORS of RAZ

Journey I
KATV



COMMODORE 64/128



Journey II
DARZHIE



screenplay

CHALLENGE AFTER CHALLENGE AFTER CHALLENGE AFTER CHALLENGE



WARRIORS of RAS

CBM 64/128



A superb collection of graphic role-playing games to exercise your wit and challenge your reasonable skills. Each game is made up of randomly designed mazes, monsters and confrontations. Even beginning role-players can create strong warriors - and save them to play game after game!



WARRIORS of RAS

PART I - KAIV & DUNZHIN -- PART II

Enter the cave and everything is pitch black. Two dozen of the most insidious species ever created inhabit the cave but inside the cave also lies the power to conquer them.

Use mystical Rings to walk through walls, or annihilate the enemy with Wands of Power. There are Mystery Swords, Magic Potions and Picks to escape thundering cave-ins.

Every time you play Kaiv the game is different. Your character becomes stronger and you become wiser.

Will you be strong enough? Wise enough? To meet the challenge of the Warriors of Ras.

Leave the real world behind as you enter Dunzhin. In quest of treasure you descend deeper and deeper into the dungeon. Each level of rooms contains precious items or dangerous traps. In the lowest depths, lies the ultimate treasure.

As you work your way toward the prize, you come face to face with increasingly hideous monsters. Do you stand and fight! Or should you withdraw! You can sneak around your foe, or run like crazy. Which!

Even after your escape, the fun doesn't end. You can save your character to play Dunzhin over and over. And each time you play the game is different.

There are thousands of possible dungeons! Sound impossible? Just wait till you advance to the next game of series, Kaiv.

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