

THE GAME

Wander through the tiny village of 'Delvhorn' and seek to locate the one person who knows of the existence of the locket and of the 'power' it contains.

Learn the secrets of the ancient books and put them to their best use.

Talk with the villagers and win them over to your side. Help them where necessary and you will reap your rewards.

Do battle with the demons of the dark and lay waste the creatures of evil that inhabit the depths of the earth.

Are YOU capable of solving the many intricate puzzles that await you on your travels or will the secret of the locket remain forever a mystery?

Available from

ZENOBI Software
26 Spotland Tops
Cutgate
Rochdale
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OL12 7NX

Price £2.49p inc P&P

OVERSEAS please add £1
to cover additional costs

LIGHTMARE



Part 1

THE VILLAGE OF DELVHORN

~ THE QUEST BEGINS ~

WRITTEN BY

SCOTT JOHNSTON 1988

For the ZX Spectrum 48K, 128K, +, +2 and +3

NOTES

This game will accept all the 'standard' commands with the addition of

The use of the CURSOR-KEYS as a means of movement to the North, South, East or West. Also provision has been made to accept the 'GET ALL' and 'DROP ALL' style of command for those who like this format.

Typing SAVE or LOAD during the course of the game will activate the routine that will store or retrieve your game position. You will be required to input a 'filename' for the data to be stored/retrieved and then standard cassette routines will be used.

Zenobi Software

LIGHTMARE (Part 1)

DELVHORN

8

A long time ago, somewhere in this universe, on a planet very much like our own, a vast northern continent was in the icy grip of a severe winter.

On this planet was the remote settlement of 'DELVHORN', a small village on the shores of a deep blue lake. Its people live normal lives but a few carry a terrible burden
... those are the ones who know

There is a castle, or rather a fortress for it was built to be strong against attack, physical or otherwise. It stands on a small island in the centre of the lake and though there is a wooden walkway that leads to it, few travel along it, for the castle and its very stone that form the walls are cursed. An evil presence lives there and mocks the poor souls who tend their flocks and go about the everyday tasks of common, god-fearing folk.

It is whispered that one day the 'presence' will come forth and devour the land in one all mighty flame and so destroy all who dwell on it.

However all is not lost as legend has it that the power of the 'presence' will be lost forever should some brave hero manage to wrest the locket of the 'Lightmare' from its grasp.



Spectrum 48K/128K+2.

THE STORY CONTINUES

And so it came to pass the DEVORIN, the elder brother of the last 'true' keeper of the locket, set out to locate the one true person who knows of the location of the locket and of the 'power' that it contains. Assist DEVORIN in his search and help him locate the individual with the knowledge that he seeks.

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