

THE SLAUGHTER CAVES

Down through the years it had been the dream of many to negotiate the damp tunnels and twisty passageways of the 'Slaughter Caves' and some had even plucked up enough courage to attempt it, but despite all their stalwart efforts they had failed and the Dragon still stood guard over the fabled pile of treasure that had been the goal of them all.

Now it is YOUR turn to brave the 'terrors' of the caves and to attempt to wrest the vast wealth from the grasp of the mighty scaled beast. Can you make your way past the pit of snakes or defeat the guardian of the temple door? Will you be able to solve the puzzle of the closing doors or discover the whereabouts of the magic talismans?

You will have to do battle with the likes of 'Demons', 'Gladiators' and 'Spiders' in order to make progress through the dank and musty caves, where even a strong sword-arm and a willingness to battle to the end may not prove enough !!! Eventually, with a lot of luck and some very quick reflexes you may just be fortunate to encounter the fearsome Dragon ... but will you be able to solve its riddle ... only time will tell!

..... may your sword-arm never weaken and your mind stay constantly alert ... Good Luck !!!!!

NOTES

This game will recognise all the 'standard' commands such as EXAMINE, GIVE, HELP, etc and will accept the normal 'verb/noun' inputs, though more complex commands can be used. Some of the more 'unusual' commands that may need to be used are .. SCOOP, WEDGE and HOLD.

TIPS

Be wary of doors that slam shut behind you and remember which way up stalactites are. Save the torch until you really need it, so if necessary extinguish it as soon as you find it. Last but not least, do NOT be greedy!!!



The Slaughter Caves

Zenobi Software

Ar! That be the place —
roight there ahead o' Yer, Sire!



Thanks friend!

— Another intrepid fool!
Well, oi sez 'Good Luck' to 'im..



....he'll NEED it — So 'e will!

It's dark but it's not the
dark that frightens you —



— it's what's HIDING in the
dark that you must fear!



Doors close — hindering your
journey ... disorientating you....



-OH!

SLAM!

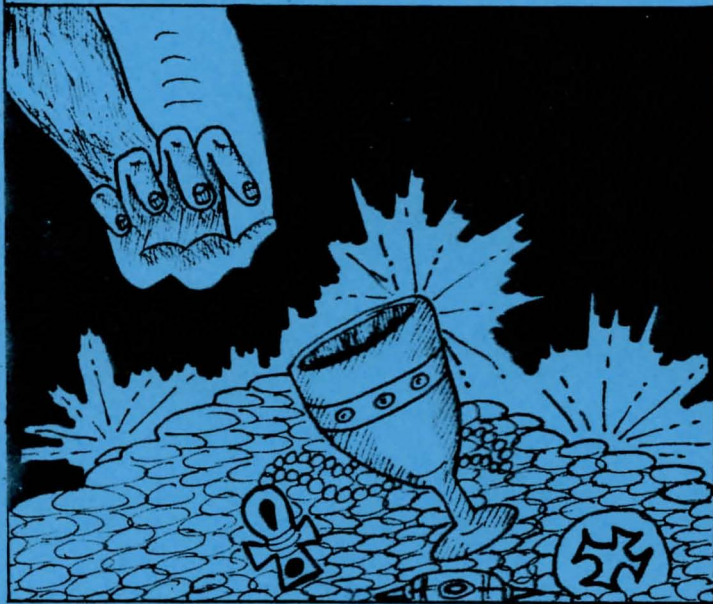
... talismans of magic? — what
use be they — if any?



your way is barred by many dangers - many enemies



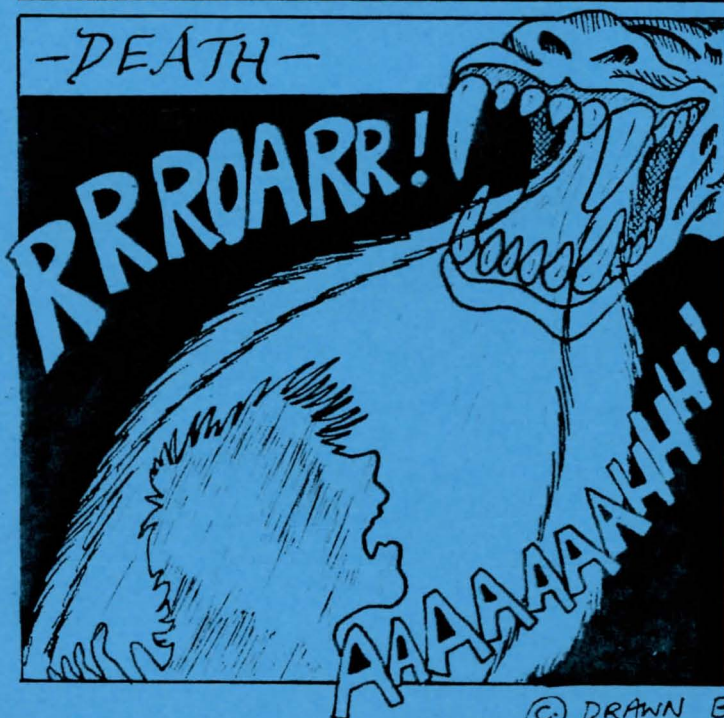
... and even if you sight your goal, brave adventurer



... should your answer to the riddle be incorrect, the penalty is -



-DEATH-



Cry not for the dead they suffer no torment, anguish, nor pain - unless of course they fell victim to



"THE SLAUGHTER CAVES"