



ALCRAY
software

The logo features the word "ALCRAY" in a large, bold, rounded font with a white outline and a blue fill. Below it, the word "software" is written in a smaller, lowercase, rounded font with a blue fill and a white outline. The text is set against a background of horizontal lines that converge towards a central point, creating a perspective effect. A bright sunburst or starburst is positioned above the "A" and "Y" of "ALCRAY". The entire design is set against a dark blue background with a subtle, textured pattern.

FORTRESS OF EVIL

FOR 16k COLOUR GENIE

For more than three thousand years the evil wizard of Throne has tyrannised the land of Srell. Safe in his fortress he directs his minions.

At last there is hope. Deep in the caverns of Fror you have discovered the lost book of the Wise Men of Gnill from whence the wizard came. From this book you will learn the secrets that will enable you to confront him in his lair.

The game gives a 3-D view of the current location and a graphic representation of objects within the location. A full list of the rooms contents is obtained by typing ? as the input. Rotation within a room is via the arrow keys. Two word commands manipulate objects and tell your alter ego what to do e.g. GET FOOD, STAB DEMON. 'INVENTORY' will give the objects currently in your possession. To climb stairs use FUNCTION 1, to go down stairs FUNCTION 2.

The game is written in a combination of Machine Code and Basic. To load use CLOAD. The majority of the listing will look strange so the only test of a good load is to run it. Press break to return to start of game.

IMPORTANT Power up your computer with the MOD SEL key held down to release more memory