Lands Of Havoc

by MICRODEAL

The Atari ST Arcade Game

LOADING INSTRUCTIONS

1. Turn on the computer.

2. Boot-up with TOS.

3. Insert *Lands of Havoc* disk into Drive A.

4. Press ESC to log the new disk in Drive A.

5. Double click on the HAVOC.PRG file or icon.

The program will then begin.

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The Lands of Havoc

BACKROUND: Another place and another time. A land of plenty. A land healthy and beautiful. A people happy and prosperous. Thus was the land of HAVEN. Cared for and tended to by the HIGH VANISH - a magician of power no less than that of MERLIN himself. The land had all that anyone could ask for until the DARK LORDS came. By treachery and deceit they overcame and destroyed the HIGH VANISH and began their evil work to corrupt the land. The land of HAVEN was to become the land of DESPAIR.

The DARK LORDS, however had under-estimated the power of the VANISH. In their haste to destroy him, they overlooked his foresight and preperations that he had made. They also found that his magic in the land was still very potent. For a score of years they worked their evil and slowly the land was decaying. It was at this time of transition that the land became known as the LANDS OF HAVOC, neither wholly good, nor wholly evil. And it was at this time that a stranger arrived - not a man but a reptile in the form of a man and with the heart of a man. Thus came SADOR - a stranger, a reptile, a warrior, and a savior.

THE GAME: This then is the setting for the start of your game. You may choose to wade straight in and find things out for yourself, or you may read the extract from THE BOOK OF PROPHECY, supplied with the program. When you have achieved a certian amount of success, you will be given details to a secret warp to deep in the game. You will need this for practice as there over 2000 screens to explore! The secrets of these sheets are there waiting for you to discover them.

THE PROPHECY

When the people are rich, and when the LAND offers all, then will come the dark times. Evil LORDS and legions of their attendant Sorcerers will overtake the LAND. Their evil will be tireless as they strive to corrupt what once was peaceful. No man will be able to stand against them. All will not be lost, though, due to the preparations of the HIGH VANISH and the appearance of a stranger, a man who is not a man. A score of years will pass until the stranger arrives. He will not be daunted by what he sees, only determined to defeat the forces which have brought about such corruption. On finding the chest left by the VANISH, he will know that the way to the DARK LORDS is contained within it. He will also know that nothing mortal could ever open it.

How will he know these things? He will know! Just as he will know that the secret of chest can be found in the writings left by the VANISH, somewhere in the land. These writings are to be found in the BOOK OF CHANGE, hidden in the alchemists storeroom, in the middle of the village. This, then, will be the strangers first task - to find the BOOK. The book will guide him to the resources he will need to open the chest and discover it's secrets. The chest will, in turn, reveal the whereabouts of the DARK LORDS and the dangers to be faced on the way to them. The stranger's task will be an arduous one. The Prophecy cannot predict the outcome, only the battle.

MichTron brings you more of the finest in skill and strategy games for your Atari ST...

Time Bandit: The Arcade Adventure
By Bill Dunlevy & Harry Lafnear

Action! Test your wit, skill, and loyalties too! Battle Evil Guardians as you try to escape with the Treasures of Time. Dual-player mode lets two play simultaneously on their own windows. Help or hinder your partner, but beware of treachery; if one player dies, he may still return for revenge!

Adventure! Use the Timegates to choose from over twenty unique adventuring areas with over 15 levels each! Explore medieval dungeons, western frontiers, and future science all in one game! And somewhere in that vast array of maps is a great mystery, just waiting to be solved!

Art! This fast, machine-language epic takes advantage of all the ST's special features. Beautiful landscapes, too large for one screen, scroll smoothly in all directions. Unique creatures and 3-D terrain for each time period, detailed animation, thrilling sound and music, hundreds of screens-- *the conquest of Time and Space awaits you!*

Flip Side
by Ken Olson and Phil Hollyer

This Reversi-type game combines Chess-like depth with Checkers-like ease for an excitement all its own! Surround an opponents piece and flip it over. This simple rule leads to strategies as complex as your imagination! Animated graphics bring the board to life as pieces flip themselves.

Play against another player, or against the computer in any one of six skill-levels: from beginner to expert with extended "look-ahead" ability. A speed-game option lets you select up to 10 minutes per move for thoughtful play, or limit yourself to seconds for a true challenge!

During play, the computer can show you all available moves, or suggest a move for you! You can switch sides with the computer, and even edit the board for creating your own training problems and custom challenges (not to mention getting out of trouble now and then)!

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