



To load 'Aliard's Tome' press SHIFT and RUN/STOP together.

... A long time ago the wizard Aliard set out to rescue his apprentice Malhek from the Demon Dungeons of Cail. Legend has it that the path was fraught with danger; strange creatures inhabited the caverns, mysterious objects lay strewn across the floors, eerie sounds shattered the semi-darkness. Yet it was essential to complete the journey quickly for fear of even greater danger on the return trip. Aided by his Tome of magic spells, Aliard forged a path through the dungeons and rescued Malhek, only to lose the precious book as they clambered back into daylight. Thus ends the legend . . .

Years have passed and Aliard is old and feeble. Without the Spell of Rebirth he will surely die. Malhek promises to return Aliard's kindness by returning to the Dungeons and finding the Tome. This, however, will be no easy task.. The creatures are now better prepared, the lamps that lit the caverns have gone out, and Malhek has no magic spells to protect him..."

This is your quest. Find the Tome by any means you can and return. But beware; Aliard's magic is too strong for mere mortals - Read the Tome at your peril!

This adventure accepts the usual abbreviations (N,S,E,W,I,L etc.) and commands of TWO WORDS (Verb & Noun).

SEEN

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Welcome to the world of Adventure. This is the first step in Malhek's quest to become the Sorceror Supreme. Find the mystical Tome and you possess the greatest magic in the known world. But hurry, without it Aliard himself will surely die!

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