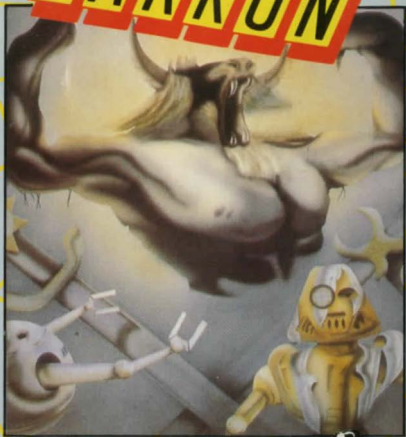Amstrad 464

SOULS OF DARKON

BUG-BYTE

SOULS OF DARKON
by TASKSET

THE GAME

You have landed on Megron and your faithful robotic friend hovers nearby the air is fresh and things seem normal. Long gone is the Grand Council of Megron. Their power and knowledge which combined science and sorcery has been amassed by the evil one, Darkon. Your task is to find him and destroy him. All you have is your ability to learn and your technical know how.

A text panel describes your surroundings, the graphics screen can give you more info. if requested. The right hand panel is a record of your commands. The bottom line is for you to enter commands in typed English. ENTER the commands. You will need to enter specific commands. Many commands can be abbreviated. Try V or VOCAB to see some of the verbs you can use. RE-START sets you back at the beginning, SAVE saves your current position and LOAD brings back SAVED conditions. You should be already in the adventure before reLOADING.

LOADING

Press 'CTRL & ENTER'. Press Play on the tape.

KOMPUTA FOLLOWS CODE TO THE CRYSTAL
SWORD FOR A GOLD COIN

GIVE COIN TO BLACK

ZAP THE ROBOT AND RUN FOR COVER

Megron, where science and sorcery are used to awesome effect. The obsession for power has released the evil of DARKON. Only you and Komputa can free the people. A sci-fi fantasy with magical graphics from beyond the sun of Crenal.

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