

Gambit

It is early morning and you awake outside the gates of a great castle - the Castle of Kandar. As your hazed memory clears it all comes back to you - the tales in the village of a great mystery deep within the castle, then the drink; it tasted strange at the time, then feeling sleepy, so very sleepy. You are the one chosen to face the unknown dangers of the castle this year, or else be exiled from the village - a coward. Every year one person was chosen to enter, but none who dared enter had yet returned.

Can you explore the more than one hundred rooms of the castle in this fully graphic quest?

Will you survive . . .







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