

The RISING OF SALANDRA



ELECTRON

THE RISING OF SALANDRA

Part One

“THE PROPHECY”

For years, the inhabitants of the Lands of the Outer Marshes, at the Northern edge of the Great Ocean, have lived happily in peace. In recent weeks, however, rumours have been growing in the Southlands of the gathering of forces of the Dark Lord Salandra.

Then, one dark morning, the Elders call the Villagers to the Moot.

“Soon, very soon my friends, the Dark Forces of the evil Salandra will be abroad in our fair land. Even now, the black sails of his warships are gathering at the far side of the Great Ocean in readiness to transport the evil hordes of his armies to our continent.

Once the Outer Marshes have fallen under his misrule he can spread Northwards past the desert and on to the Valley of the Seven Kings. We are in dire peril and need the guidance . .

. of a mighty warrior.”

A hushed murmur fades away into expectant silence. All had heard of the Prophecy of Thrull.

Seven Ages ago there had lived a Warrior whose struggles against the opponents of Peace became legendary. Stories were told that through these deeds he had acquired the favours of the gods and had attained the status of an Immortal. One day he left the Lands of the Outer Marshes promising that he would return if ever the tranquility of the

Lands was threatened. He left a parchment with the Chief Elder whereon was inscribed a prophecy. Thrull, for that was his name, was seen no more.

The prophecy foretold that the kingdom across the Sea would fall under the powers of evil after seven generations had been born.

The Chief Elder speaks again.

“The Oracle tells me that Thrull has not died but lies sleeping somewhere near the cliff-top by the Great Ocean. To waken him from his deep sleep one amongst you needs to prove our Village worthy by taking him THREE items which will be found on your quest. Each item will be symbolic of one aspect of Thrull’s chivalry and prowess. The items are:

A SWORD - the symbol of strength and might

A TALISMAN - the symbol of protection and supernatural force

THE KNOWLEDGE OF OUR

FOREBEARS - the symbol of our understanding

The Oracle says that two of the items will be attained through helping others. Five days ago a mysterious intruder broke into the Elders’ quarters and stole The Book of Knowledge. It would seem to us that this event was related in some way and that the retrieval of the Book has been pre-destined.

Now, will there be one among you to set out on this quest ?”

You hear a loud shuffling of feet and then, to your horror, find that all but yourself have taken a step backwards. The Chief Elder addresses you:



"Good luck, my child. May fortune favour you."

So it was that you reluctantly set off on a journey fraught with danger and mystery and adventure. After a couple of minutes' walking you find yourself on an East/West road; GOOD LUCK.

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THE RISING OF SALANDRA

Part Two

"RETURN OF THE WARRIOR"

Having awoken the warrior Thrull from his deep sleep of seven generations you are now set to face the evil Salandra himself.

As the dark Warships land at the beach below you, Thrull speaks.

"I shall remain for a short while to try to repel the hordes of Salandra's invading forces. Perhaps you, who have proved yourself in being here, could reach the very heart of Salandra's domain. If I were to make the journey his spies would know of me and warn the evil tyrant. A small traveller such as yourself could possibly escape the enemy's attention and reach Salandra's fortress which once belonged to the Lord Siran. Siran, now, has been destroyed.

If you should meet the evil Salandra you will need a talisman of good to protect you. Even then, you will not have sufficient strength to defeat him by yourself.

Good Journey ! "

Thrull waves his Sword and a mist descends around you, the mist clears and you find yourself on a beach at the South side of the Great Ocean

For help sheet please send S.A.E. to Larsoft, 4 Chantry Rd., Clifton, Bristol BS8 2QD

THE RISING OF SALANDRA

A two part text adventure

TO LOAD GAME

Type *RUN " "

TO REDESCRIBE CURRENT LOCATION

Type " L "

MOVEMENT

Movement through the game is usually effected by "N", "S", "E", "W", "U", and "D"

INVENTORY

An inventory of your current possessions can be found by typing "I"

COMMANDS

Commands are entered in the usual verb-noun or verb format.

TO SAVE GAME POSITION

Type "Save". The current state of play can then be resumed by typing "Load"

LARSOFT 26 OAKFIELD GROVE
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THE RISING OF SALANDRA
Parts 1 and 2

LARSOFT