

The RamJam Corporation presents

THE GREAT THE TERRORS OF VALDARIM

# TRANS



An Adventure for  
**SPECTRUM**  
48K

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## INTRODUCTION

In the region of Hapshal, south of the dark Mountains of Mortran, a shadow of great dread has fallen upon a small village. Although the terrified villagers lock themselves securely into their houses every night, come daybreak they often find that one or two of their number has vanished.

In ancient times Hapshal suffered under the rule of an evil Xyradd, Trantoss. This undead sorcerer was defeated and banished to the far-off mountains by the long-dead Wizards of Vane. His golden mace, the source of his power, was smashed and its pieces scattered far and wide about the rocky slopes.

The wise men of the village fear that servants of Trantoss have at last succeeded in collecting together the pieces of the mace and raising their master once more. They asked for a brave man to journey into the mountains and destroy the mace before Trantoss is restored to his full power.

Unsurprisingly, no one was willing to go; until one morning two young brothers woke to find the rest of their family taken from them. These two, Lobo the woodcutter, a large, slow man, and his brother Scarn, a nimble chap of dubious character, have been persuaded to undertake the quest. They are being equipped by the villagers and are getting ready to leave.

Your task is to guide them along their route, tell them what to do and where to go.

Legend tells of Wizards' things and golden rings, of hollow rocks and great, round locks.

Strengths are needed but may go unheeded until hands of steel do become real.

It has been said that when touched by red the dead who lash turn to ash.

These things are told from days of old, they may be true and give a clue.

## PLAYING THE GAME

The game uses the usual adventure game style language: words like **GET**, **DROP**, **INVENTORY**, **TRANSLATE** and **EXAMINE** are all useful. You may also find uses for the likes of **ENTER**, **INSERT** and **BOARD**. In addition there are some special commands which are unique to Trantoss.

You can only control one of the brothers at a time, although both brothers can move together. The pictures of the two brothers on the screen are coloured to show which one of them is under your control. The brother being controlled is highlighted in yellow. The other character will be highlighted in green if he is in the same location as his brother, and blue otherwise.

**SWAP** will change the controlled character. The two do not have to be in the same location for this to work.

**PART** will cause the brothers to move separately. The non-controlled brother stays where he is.

**JOIN** will cause the brothers to move together again. They must be in the same location to join.

The **CURSOR KEYS** on your Spectrum have been changed to represent the movement commands, North, South, East and West.

When you first load the game you are given the option of starting from scratch or loading a saved position.

To save a game position, **QUIT** from playing and follow the prompts.

In *Terrors of Trantoss* there are lights to be shone, boats to be boarded, things to be held and keys and other devices to be inserted.

Now to the heart of the matter.

## TO LOAD

Type 'LOAD "' and press ENTER.

**May the brothers be with you!**



SPECTRUM 48K

In the region of Hapshal, south of the dark Mountains of Mortran, a shadow of great dread has fallen upon a small village. Every daybreak the villagers find one or two of their number missing despite night-time vigilance.

Long ago, Hapshal suffered under the rule of an evil Xyradd, Trantoss. This undead sorcerer was defeated and banished to the far-off mountains by the long-dead Wizards of Vane. The golden mace of Trantoss, the source of his power, was smashed and its pieces scattered far and wide.

Two brothers, Lobo and Scarn, are persuaded by the villagers to undertake the quest of finding and destroying the mace which, even now, is being collected by servants of the evil Trantoss to resurrect him from the dead.

Your task, should you decide to accept it (Jim), is to guide them along their route.



## WHAT THE PAPERS SAY

"Stands out from the crowd of hum-drum adventures"

—Your Sinclair (Mega Game rating)

"A rattling good yarn"

—Popular Computing Weekly

"At the top end of the adventure market"

—Sinclair User (5 Star rating)

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