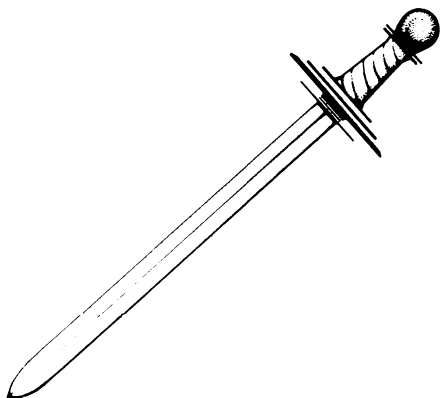


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# SE-KAA OF ASSIAH

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# SE-KAA OF ASSIAH

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Step forward, brave Se-Kaa, and accept the challenge!

Legend foretells of great powers to be gained if only one brave warrior can penetrate the mighty fortress of the Dark Hordes.

Many aeons ago, when the world was still young and free, the Wise Ones ruled fairly over our plentiful land. Life was easy then; the people were happy and rich in humour and joy, and peace reigned over all men.

But . . . then came the Dark Hordes, a mutated race of evil beings whose sole purpose in the scheme of things was to create havoc and destruction throughout the realm.

Eventually, they came into conflict with the Wise Ones, who wished to maintain peace over and above all. The Dark Hordes succeeded in locating and stealing the three Great Artifacts of the Wise Ones – the true and pure objects of their power. These Artifacts were the ROD of LIGHT, the HAMMER of VIB-RA and the CASKET of VIB-RA.

Without these Great Artifacts, the Wise Ones lost much of their power, allowing the Dark Hordes to lay seige to our fair land.

In the past, it has often been observed that the ROD of LIGHT held the Powers of Darkness at bay. Without it, the Wise Ones were blinded to the true intent of the Hordes: the ultimate decimation of our race!

Many of us have heard of the HAMMER of VIB-RA – a mystical artifact that forced all evil creatures into subjugation. Without it, the Wise Ones lost the will to preserve the harmony of the realm.

The believers of the Wise Ones have often spoken of the CASKET of VIB-RA – a jewel-encrusted case which, it is believed, contains all the magical words and phrases that can destroy the might of the Dark Hordes and restore power to the Wise Ones and peace to the land.

Your quest is two fold, brave Se-Kaa. Firstly, you should endeavour to discover the whereabouts of the Great Artifacts. It is believed that they have been hidden within the grim Castle of the Dead in the lands of Assiah. Great danger faces all those who enter the Castle but that is where your quest must start. First, go to the village of Hay-Ur that lies

near to the Castle and if you are fortunate, a Messenger will be sent to you there. Heed well his words – he will only tell you once.

Once you have succeeded in finding the Great Artifacts, you should seek escape from the Castle. When you have accomplished this you should endeavour to locate the rightful resting places of the Artifacts so that you may replace them. Only then can the Wise Ones regain their lost powers so that they may defeat the Dark Hordes and restore peace and contentment to our fair land once more.

**SE-KAA of ASSIAH** is a two-part adventure. Access to the second part is conditional upon successful completion of the first.

As this program uses some advanced graphic techniques you should **DISCONNECT ANY INTERFACES** before loading. If you attempt to break into the program while it is initialising you will have to reload!

You may input full English sentences of the form:

TAKE THE CASKET OF VIB-RA

and you may also use multiple commands using the word **AND** as follows:

GET THE CASKET OF VIB-RA AND GO NORTH.

Some special commands are:

TAKE ALL, GET ALL, DROP ALL

PAUSE ..... Pauses the program at any time.

QUIT ..... This allows you to **SAVE** data to tape.

@ (Symbol Shift / 2) ..... Repeats your last command.

**LOADING INSTRUCTIONS:** Type **LOAD ""** and press (ENTER). The program loads and runs automatically.

