NEVERMORE

A Zx Spectrum Graphic Adventure

EJVG

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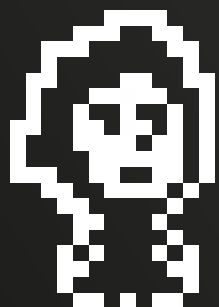
AGD + PERILLA by ThEpOpE

The Storie

Edgar Allan Poe is probably the greatest writer of mystery and terror ever known.

He was found insane wearing somebody else's clothes in Baltimore on 3 October, 1849. He died four days later raving.

Nowadays, his death is still a big mystery in line with his stories.

You'll have to discover by yourself what "Nevermore" hides.

Tips

You can only carry one object.

Look for objects and actions hidden in the parts of the scenery.

You can pick up some of the objects of the scenery.

The game is easy to solve. In case you get stuck you may find a clue in the Poe´s tales

Keyboard

Q - Up
A - Down
O - Left
P - Right
M - Action: Search / Talk / Use/ Give
Z - Pick / Drop

Credits

Game developed for Spectrum 48k with the AGD 4.8 engine by *Jonathan Cauldwell* and with the help of "La perilla" by *Sergio ThEpOpE* and the *Beepola music* software.

Script, graphics and code:
Eduardo José Villalobos Galindo

Based on the stories of
Edgar Allan Poe

Music:
Danse Macabre de Camille Saint-Saens

Traslation to english by:
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And above all to the players:

THANK YOU

https://ejvg.itch.io/

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