

Classic

Quests



Somewhere in the centre of a huge forest lies an old castle. Legends and rumours about it abound, for it has been standing for many centuries, and there are said to be great riches hidden in the depths of the castle.

Though many adventurers have gone in search of this wealth, some have disappeared without trace, and the rest have failed to discover the exact whereabouts of the castle. Perhaps there is some truth in the legends which tell of a hideous beast which guards the treasures of the castle.

An ideal adventure for beginners, *GOBLIN TOWERS* is a good introduction to the world of *Classic Quests*. To succeed you must carefully map the tunnels and mazes, remembering to check all directions in case you miss a vital passageway. Outwit, if you can, the monsters that you meet on your travels, and collect carefully all the treasures that you find.

Available for Commodore (PET, 64, 128, Plus 4), Amstrad (CPC, PCW, PC) and IBM PC compatibles.



As you lie in bed one terrible winter's night, with the wind howling, and the rain pouring down, the trees outside are blown about so violently that some of the branches clatter against the bedroom window, just as if they were trying to get inside. You shudder, pull the blankets up a little higher, and eventually fall into a deep sleep plagued with weird dreams. One particular dream keeps recurring, that of walking down an endless woodland path.

With a start, you awaken to find yourself walking through a wood. The storm of the previous night has left the morning air crisp and bright. Are you still dreaming - and if not where are you, what are you doing there, and how do you get back?

FORESTLAND is rated as a fairly difficult adventure - many of the treasures you must collect and implements that you will need on your travels are well hidden. However, a HELP facility has been incorporated to assist beginners.

Available for Commodore (PET, 64, 128, Plus 4), Amstrad (CPC, PCW, PC) and IBM PC compatibles.



You are Filbur Apse, a particularly obnoxious person, and you enjoy upsetting and annoying everyone you come into contact with. One day, however, you go too far, annoying a seemingly harmless old man who turns out to be a wizard in disguise. As a punishment the wizard casts a spell which makes you appear a really nice person - though underneath you are still your normal obnoxious self.

Only one person can remove the spell, an old witch by the name of Esmerelda Hawkins, so you make your way to her cottage. As you arrive at the cottage the door opens, and out steps a wizened old lady with warts on her long nose, and a pointed black hat. In a croaking voice she says "You look a nice boy" and cackles with laughter. It is as if she was expecting you. "I haven't got time to sort out your trivial problems", she goes on, "but if while I'm away you're clever enough to discover what ingredients are necessary - and can collect them all, I might just perform the spell for you when I get back". With this she leaps on to a broomstick and flies off, shouting as she goes, "And while you're at it, get me some dried lichen, I've run out".

WITCH HUNT is a difficult adventure with many puzzles, although they all have logical solutions. Seasoned adventurers will find it a real challenge.

Available for Commodore (PET, 64, 128, Plus 4), Amstrad (CPC 6128, PCW, PC) and IBM PC compatibles.



The old Gothic church, so the locals say, used to have a veritable labyrinth of passages beneath it, but the whereabouts of the entrance to the passages has long since been forgotten. The church itself has fallen into disuse for a variety of reasons, the main one being the sinister aura that surrounds one of the large tombs in the church graveyard. The church's treasures have long since disappeared without a trace.

An ancient local legend, all but forgotten now, tells of a vast underground land inhabited by weird monsters guarding wonderful treasures. Could there be any connection between this legend and the lost treasures? By the way, if you do find any treasure, take it back to the church, and lay it on the altar - after all, it doesn't belong to you!

CATACOMBS is a large and complex adventure which is definitely not for beginners. Many of the puzzles to be solved are unusual, with ingenious solutions, and will stretch your imagination to its limits.

Available for Commodore (PET, 64, 128, Plus 4), Amstrad (CPC 6128, PCW, PC) and IBM PC compatibles.



Having committed a heinous crime against the Gods (spitting on the steps of the temple, I think), you are summoned before them. This is an extremely rare occurrence, as most offenders are summarily executed with a lightning bolt!

As you cower before the Gods, half-blinded by their splendour, they reveal why they have spared you - temporarily. They have a small task for you to perform: "Find the Cornucopia and bring it here" they boom. The problem is, although everyone's heard of the fabled Horn of Plenty, no one seems to know where it is to be found.

CORNUCOPIA is a truly gigantic and extremely difficult adventure which includes many pitfalls that will entrap even the experienced adventurer. There are numerous puzzles to be solved, and whilst the solutions are logical you may struggle for some time before you hit on the right answers.

Available on disk for Commodore (PET), Amstrad (CPC 6128, PCW and PC), and IBM PC compatible computers.