

Lucasfilm™ Presents

LOOM™

A
Fantasy
Adventure
By
Brian
Moriarty

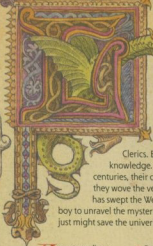
AMIGA™

100-10000-2000
Requires 11.1 MB
1 MB recommended
Monitor or keyboard
optional

LUCASFILM™
GAMES



M. FERRARI



ong after the passing of the Second Shadow, when dragons ruled the twilight sky and the

stars were bright and numerous, came the Age of the Great Guilds. ♦ Blacksmiths. Shepherds.

Clerics. Each dedicated to the absolute control of secret knowledge. ♦ Another such Guild was the Weavers. Over the centuries, their craft transcended the limits of physical cloth, until they wove the very fabric of reality itself. ♦ Now, a strange power has swept the Weavers into oblivion, leaving behind one Weaver boy to unravel the mystery. Help young Bobbin rescue his Guild... and you just might save the universe from an unspeakable catastrophe.

An extraordinary adventure with an interface of magic...
♦ Stunning, high-resolution, 3D landscapes.
♦ Sophisticated score and musical effects.

♦ Detailed animation and special effects.
♦ Elegant point 'n' click control of characters, objects, and magic spells.
♦ No burdensome typing, mapping, or inventory

management.
♦ Easy to enjoy for beginners, yet challenging enough for veteran adventure gamers.
"Enchanting...complex...captivating"—
Game Players' Guide

Included inside... Loom: The Audio Drama—A 30-minute Dolby® Stereo cassette, produced at Lucasfilm's Academy Award-winning Sprocket Systems. Brings the characters and setting of the game vividly to life. ♦ The Book of Patterns—An illustrated textbook of spellweaving. Use it to identify, record, and cast magic spells.



Not all of the Guilds welcome strangers.



A spellweaver's power is not for the sheepish.



Use your magic skill to influence the gullible.

R060

3575

LUCASFILM™
GAMES