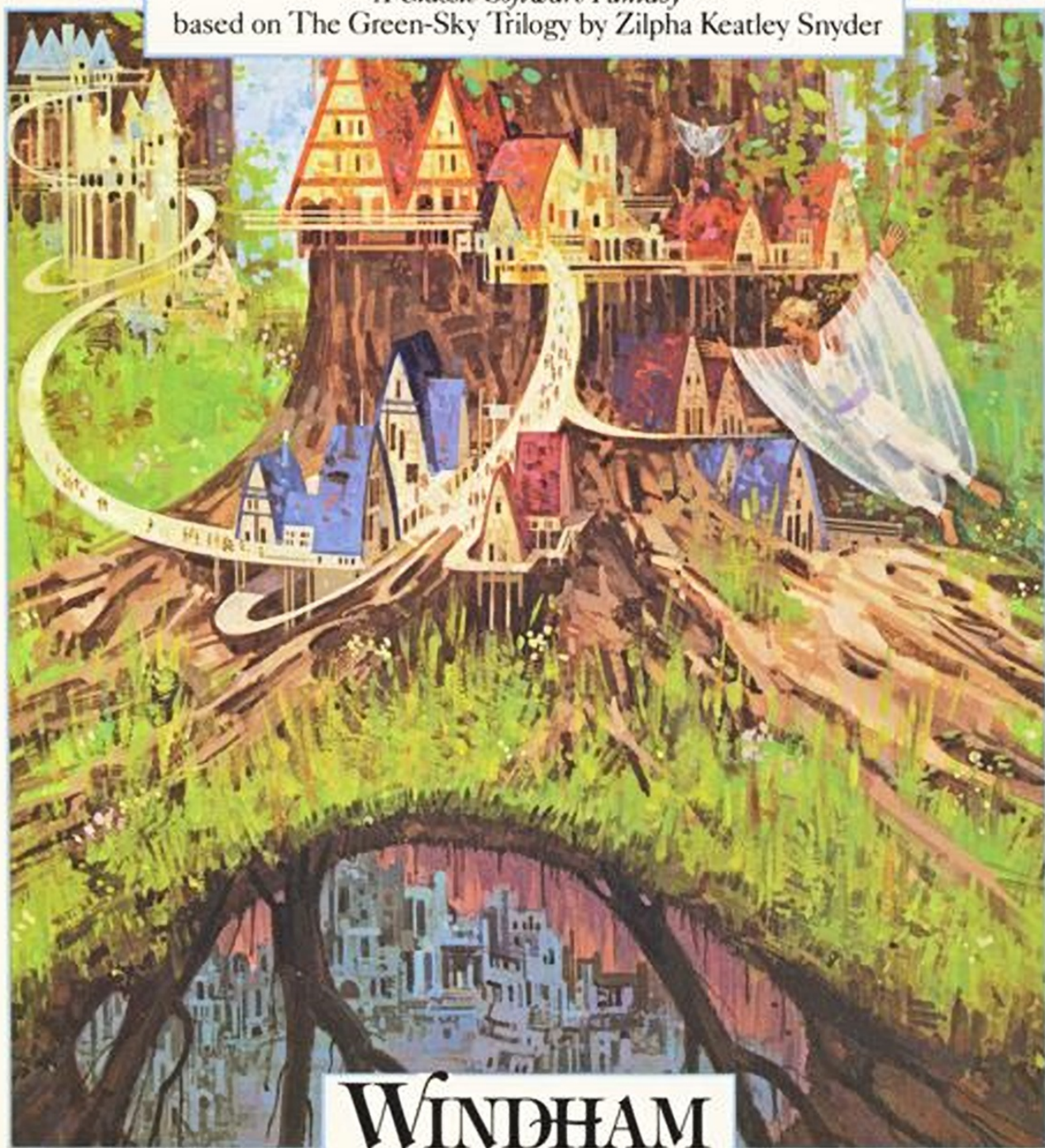


BELOW THE ROOT™

A Classic Software Fantasy
based on The Green-Sky Trilogy by Zilpha Keatley Snyder



WINDHAM
CLASSICS™

COMMODORE 64™

Joystick and disk drive
required
ISBN 0-917649-34-6



Greetings, Quester!

I welcome you to Green-Sky—you have arrived at a crucial time. The fragile peace between Kindar and Erdling is gravely threatened, and I fear we are plunging headlong into darkness and disaster.

Last night, as I dreamed, these words came to me:

The green light pales.

The spirit fades away, in darkness lying.

A quest proclaim!

Godspeed to all who seek. Bid them haste.

The light is dying.

Only you, Quester, can accomplish this vital and ever-dangerous task. You will have to seek everywhere to uncover the hidden secret of Green-Sky—from the thin fronds of the roof trees to the dark tunnels that lie below the root. You must grow strong in body and in spirit skill, and you must beware the lurking evil of the Salite and the Nekom.

Now, I bid you go quickly, in safety and peace, for there is not much time. The secret of our survival is yours to find.

Until we meet,
D'ol Falla

Your quest begins.

As a Kindar or Erdling quester, you'll determine the fate of Green-Sky. You are able to move around the landscape by walking, jumping, running, and climbing.

You can choose other actions from the many offered by the option menu. For instance, you can EXAMINE, TAKE, EAT, REST, and many more.

You might begin by walking to the table, examining an item and selecting TAKE...



The computer tells you that you have found a shuba—a garment that will allow you to glide safely from tree to tree.

When you leave your nid-place, or house, and travel throughout Green-Sky, you'll meet many inhabitants. In order to gather information, you'll want to SPEAK to them...



This person greets you and offers you a clue: seek the hermit of Grand Grund.

If you have the skill, you also should PENSE everyone (read their mind) to receive additional messages and to determine if they are friend or foe.

From time to time, you'll need to check your progress, to see what time it is and to monitor your current levels of spirit, food and rest, etc. To check your progress, select STATUS from the option menu...



In order to discover the secret that will save Green-Sky, it is essential to learn how to use and raise your spirit skills.

Good luck, quester!

BELOW THE ROOT™

The world of Green-Sky—lush and verdant, rich with wildlife, covered with gigantic trees. Here live the Kindar, high in the interwoven branches; here too live the Erdling, once banished to the tunnels below the root. Yet the peace that has existed between these peoples is now threatened. Green-Sky seems headed for certain disaster—unless someone can discover the secret of its survival.

In this adventure game, you'll set off on a fantastic and challenging quest for the secret of Green-Sky. You'll explore its vast tree-world, and you'll venture below the root to probe its maze of mysterious tunnels. You'll talk with the inhabitants of Green-Sky, whose advice will help you in your quest. But be careful, for some are not as friendly as they seem.

BELOW THE ROOT combines the story-building aspects of a text adventure with hundreds of colorful graphics. It also combines fast-paced excitement with a unique text menu—a first in the field of adventure games. And it lets you play as one of five characters—each with different abilities and strengths.

Based on Zilpha Snyder's recently published Green-Sky Trilogy, BELOW THE ROOT begins where the final book leaves off. The program is by Dale Disharoon, Inc., specialists in educational software.

Designed for ages 10–Adult.



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