

SPECIAL OFFER

TITLE	TITLE	TITLE
SPECTRUM 48K	CBM 64	BBC B
SPECTRON	FALCON PATROL	BUG BOMB
DR FRANKY & MONSTER	HIDEOUT BILL	LANDFALL
SORCERY	AMBUSH	SPACE ADVENTURE
STARFIRE	VIC 20	TRENCH
GOLF	MISSION MERCURY (unexp.)	MICROBE
RACING MANAGER	ENVAH 8K	PLANKWALK
LOUIX	CREEPERS 3K/8K	GRUNCHER
QUETZALCOATL	ELECTRON	NOC A BLOG
RIDER	BUGS	CHECKOUT
THE ISLAND	JUNGLE JIVE	JUNGLE JIVE
ATLAS ASSIGNMENT	ORIC 48K/ORIC ATMOS	SEA ADVENTURE
SPACE COMMAND	THEM	BRAINSTORM

*You must include this card with your order.

VGA 6007

TOTAL QUANTITY at £2.99 each



The world has fallen deep into the **Dark Ages**. Evil forces of the **Necromancer** abound everywhere, with his **evil demon** he has conquered all the ancient kingdom of the **Great Sorcerers**. Ordinary folk have been enslaved to a bleak life of serfdom. **You** are the last of the great sorcerers, many have thought you were killed in a bygone age. **But** time has given you a **new strength** and **powerful spells** with which to conquer back your homelands to restore the rich life of a past era. **You and you alone** must travel the many lands of evil forces through forests, castles and dungeons and seek Stonehenge at the heart of your homeland.

The **many screens** contain objects which may or may not be of use to you. Some will **help**, some will **deceive**, but only one when placed upon the altar at Stonehenge will kill the Necromancer, so **be warned** the wrong object could be fatal.



SORCERY

VGA 6007



FLASHLOAD

Only by conquering **Stonehenge** can you free the world of the **evil curses** and **eternal darkness**. Join us on this **marvellous arcade adventure** and **challenge** your wits against the evil forces of the **Necromancer** with his spectacular **trickery** and **deception**.



- Marvellously detailed graphics and animation.
- Many objects to collect and exchange.
- Joystick control. • 17 screens to master.
- Atmospheric music and sound effects.
- 'Flashload' rapid load system.

PROGRAMMED BY 'GANG OF FIVE' FROM AN ORIGINAL IDEA BY MARTIN WHEELER

CBM 64

For a limited period Virgin Games are offering the following titles mail order for a **bargain price of £2.99 inc. postage and packing.**

To order simply indicate the titles you want and send a cheque or postal order to the "Grab It While You Can" Department, Virgin Games, 2-4 Vernon Yard, Portobello Road, London W11 2DX.

I enclose cheque/P.O. for £

NAME

ADDRESS

*Offer subject to availability

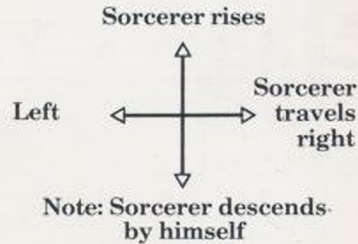
LOADING INSTRUCTIONS

Plug joystick into Port 2.

To load, press **SHIFT** and **RUN/STOP** keys. This cassette is equipped with flashload rapid loading system.

GAME PLAYING

To start press the fire button. You are now in control of the **Sorcerer** as he starts his quest.



As you move from room to room you will encounter various objects, some useful, some essential and some **deadly!**

OBJECTS

To pick up an object you must position the **sorcerer** over it and press the **fire** button. To use a weapon i.e. **killing an evil demon**, press the **fire** button again.

You may swap objects but you can never drop objects on their own. You will find out by experience that you need certain objects to allow you to set in action chains of events and allow you passage on your journey.

SCREEN DISPLAY

On the screen you will find depicted; the room you are in, a description of the room and a description of what you are carrying. Also shown is your energy level and a visual illustration of time left to complete your task.

ENERGY

You lose energy each time you come into contact with one of the

evil forces, so try to avoid them whenever possible. There is a way of renewing your energy but as a **Great Sorcerer** we're sure its not beyond your powers to work out how to do it!

TIME

You have a set time in which to complete your journey. This is shown by the drawing of **Stonehenge** in the right hand corner of the screen, it will slowly crumble away as your journey proceeds, if you have not completed your journey by the time it has disappeared then the **evil Necromancer** will have won.

SCREENS

You have 17 screens to travel in your quest. Remember that the **Necromancer** has not made it easy for you and you will need to use strategy and cunning to unlock some of his doors of darkness.

All rights of the producer and of the owner of the work being produced are reserved. Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors, nor liability for damage arising from its use. WARNING: These programs are sold according to VIRGIN GAMES LTD's terms of trade and conditions of sale. Copies of which are available on request. © 1984 VIRGIN GAMES LTD.

Note: A demonstration of some of the screens is shown at the beginning of the program.

STONEHENGE

On arrival at **Stonehenge** you must place the right object on the altar – **consider yourself warned!**

HI-SCORE TABLE

After your journey has ended you will, if you have travelled far enough, be allowed to put your name into the Hi-Score table.