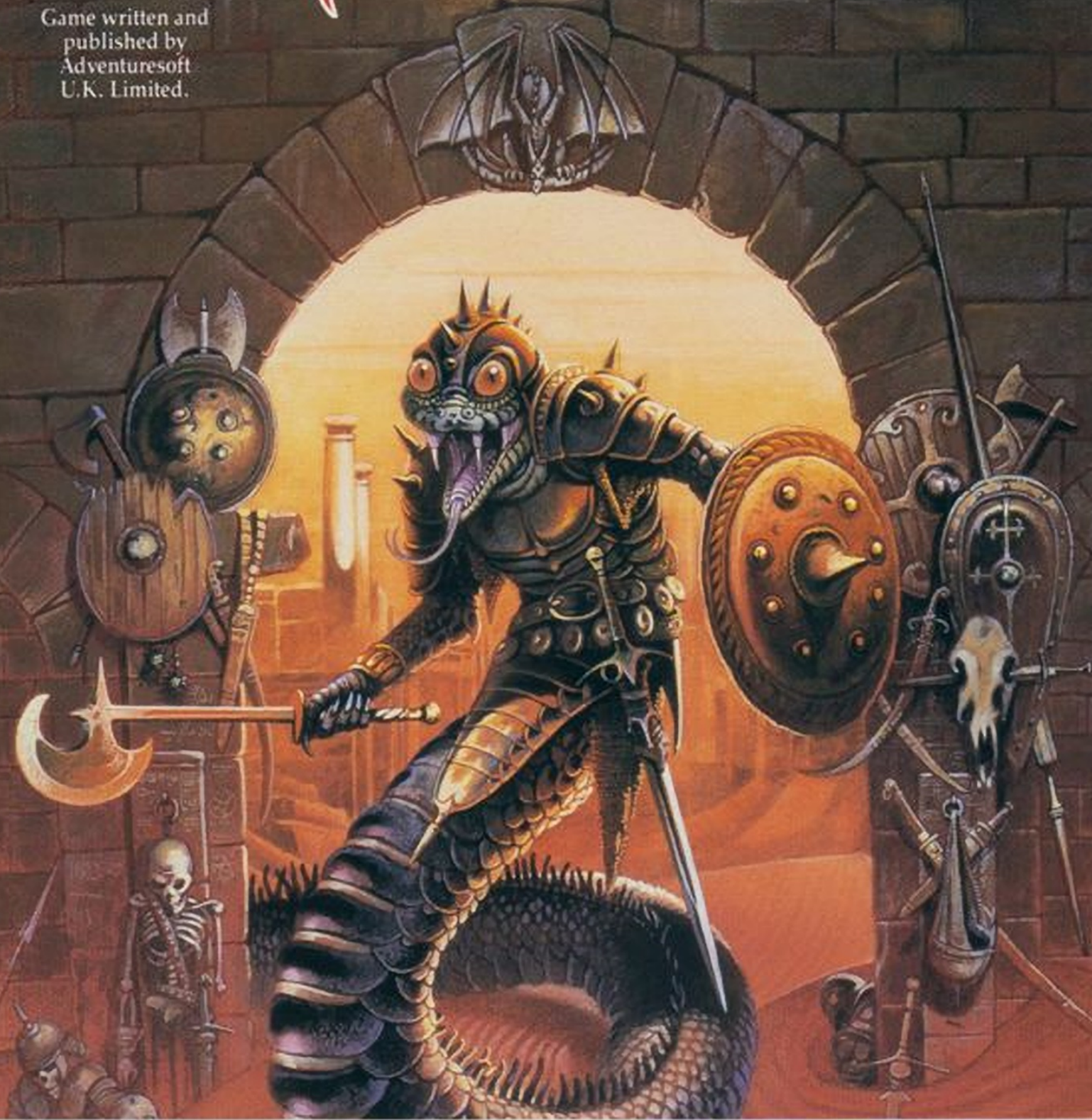


Based on a concept  
and story by  
Steve Jackson and  
Ian Livingstone.  
Written by  
Ian Livingstone.

# Temple of Terror



Game written and  
published by  
Adventuresoft  
U.K. Limited.



COMMODORE 64



# Temple of Terror

The dark, twisted power of the young Malbordus is reaching its zenith. All he needs now is to retrieve the five dragon artefacts which have been hidden for centuries in the lost city of Vatos, somewhere in the Desert of Skulls. Each day that passes brings him closer to them and only YOU can stop him! YOUR mission is to reach the lost city before Malbordus and destroy the treasures he seeks. But beware! Each step you take leads you closer to your doom . . .



Actual screens from Spectrum version. Screens on Commodore and Amstrad may vary from those shown.

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