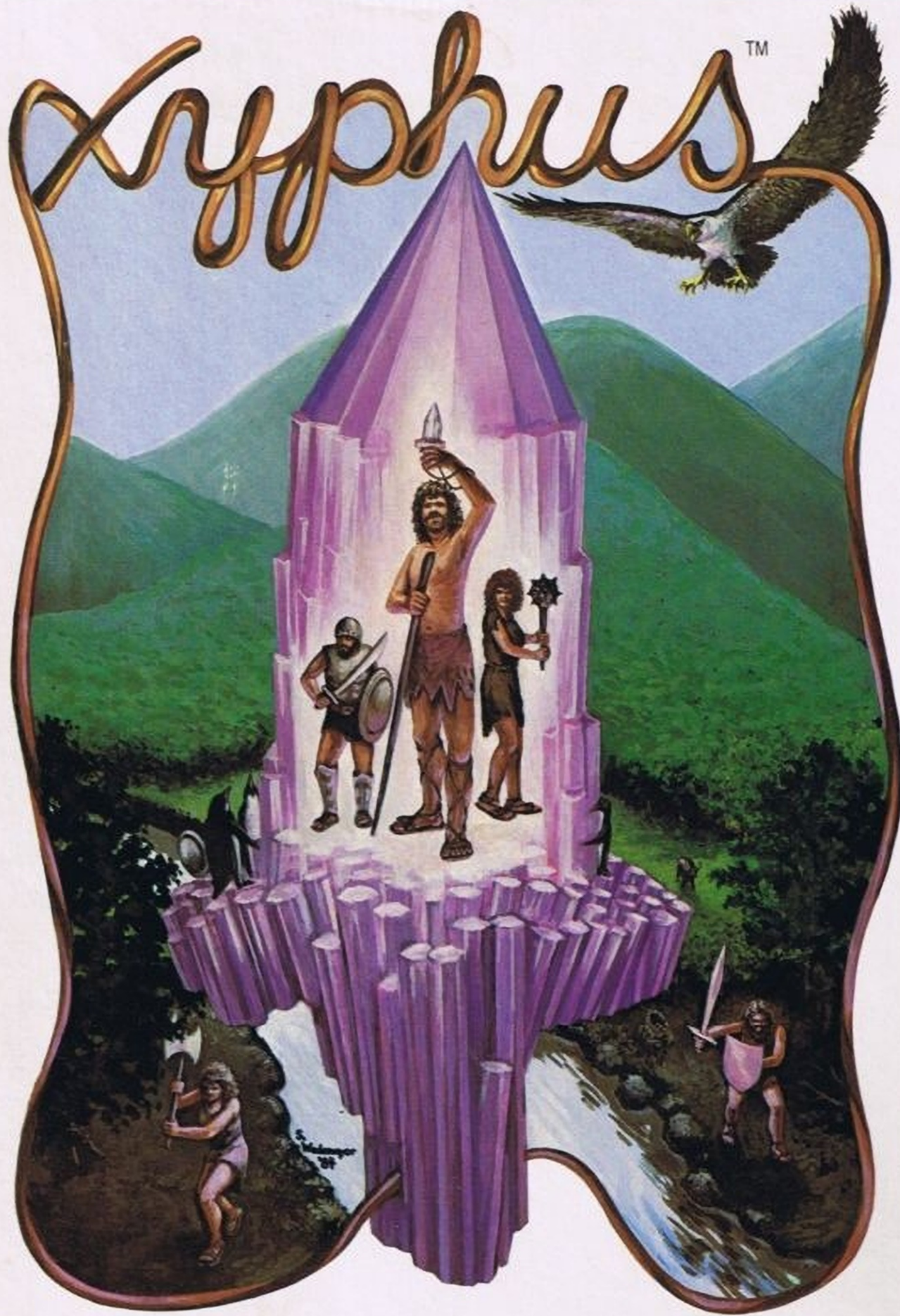




Fantasy
role-playing
at its best!

by Skip Waller
and Dave Albert

Six separate
scenarios

Four-character
independent
movement

Includes
FREE poster

COMMODORE
64
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Xyphus™

Fantasy role-playing at its best! by Skip Waller and Dave Albert

A KINGDOM AWAITS YOU.

The armies of Das the Conqueror stand poised to sweep across the lost continent of Arroya. But the land is ruled by a demon lord and is steeped in magic. Its plains, forests, mountains, and swamps abound with hostile, dangerous creatures the likes of which have never been faced by the armies of civilization.

It is told in a folksong that a small band of native wizardlings and warriors, no more than four strong, can slay the long-suffered demon lord Xyphus and open the continent to subjugation. As long as Xyphus lives, his demon minions shall roam the land and Arroya shall never fall to mortal hands. Das has promised suzerainty over the Central Steppes of Arroya to the ones that slay the demon lord, yet none have returned to claim the reward . . .

WHAT IS FANTASY ROLE-PLAYING?

Xyphus is a fantasy role-playing adventure. In this adventure you may create and develop up to four separate characters within a single "game." Hit points, endurance level, strength level and weapons are a few of the things that will determine the overall effectiveness and survival probability of your individual characters.



Apple version

After you have carefully selected your group of adventurers you are ready to start the game. You can maneuver your characters independently or as a group through six separate game scenarios. Travel about the land to gather clues and weapons that will help you destroy Xyphus. Engage in battles that will increase your characters' strength, endurance and gold.

Your goal is to acquire the strength, weapons, knowledge and



Commodore 64 version

experience needed to conquer the demon-lord himself in the final battle. You must successfully complete all six scenarios in order to win the game.

ABOUT THE AUTHORS

Skip Waller — Skip designed Xyphus out of his enthusiasm for wargames, but as it grew, it progressed into the fantasy role-playing realm. Even so, some of Xyphus' most distinct

features, such as independent movement, can be traced to its wargaming origins. Skip is married and has a PhD in physics.



Dave Albert — Dave's a former newspaper reporter from Caracas, Venezuela. He was an editor for SoftSide magazine in the early days of micro-computing before getting involved in designing and editing software. Dave has been involved behind the scenes with many programs now on the market. Xyphus is the first program to include his name as principal author.



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