

ZIGGURAT



Both
ATARI 400/800/1200
COMMODORE 64
In This Box!

Disk Only

screenplay™

ziggurat™

Welcome to RAS, a world entered only through *Screenplay's* new adventure series, the *Warriors of RAS*.™ This superb collection of graphic role-playing games promises to bring hours of fun to exercise your wit and reasoning skills. Each game is made up of randomly designed mazes, monsters and confrontations. Even beginning role-players can create strong warriors – and save them to play game after game! First level fighters stand a better chance of survival in the *Dunzhin*.™ each game in the series provides a greater challenge, a greater danger.

ZIGGURAT™

Inside this stepped pyramid of hand-hewn stone lies the fourth and most difficult of the *Warriors of RAS*™ role-playing games.

You should enter *Ziggurat*™ with an incredibly strong character you've built playing *Dunzhin*™, *Kain*™ and *Wylde*.™ Even then your character will be tested.

Your path is blocked by more abominable monsters than ever before. Your path? Where is your path? It's the most bewildering maze you've ever faced! All encounters take place on an enlarged battle map which allows you to plan your strategies against groups of angry creatures.

You're facing your greatest challenge ever. At last, you stumble upon the treasure, guarded by the dread Zombie King. You must fight the battle of your life. Now? Or when you're stronger? Should you retreat into the *Ziggurat*.™ or back into another *Warriors of RAS*™ game?

You can't postpone your decision forever, but you can play *Ziggurat*™ forever. Every time you enter, your only way out changes. If there is a way out.

DATA BOX

Author: Randall Don Masteller

Minimum Memory: 48 K

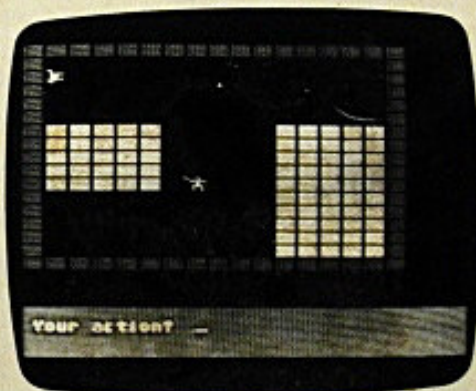
Maximum Number of Players: 1

Complexity on a scale of one to ten: 8

Age Group: 10+

Computer Compatibility: Atari and Commodore 64,
disk and tape; Apple disk

No Joystick/Trackball or special equipment is needed.



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