



# CONQUERING THE DALARK CHALLENGE



By: Tony Patterson

## MORE ON THE DALARK STORY

"WAKE UP YOU LAZY SCUM!" shouted the guard master. The haze from the revelry of today still clouded my thoughts. Every township had their own celebration today in honor of the wedding of the crowned prince David of Drumeria to princess Lydia of Kroden. This bond will officially end the hostilities between the two countries.

I could use several more hours of sleep, but such is the lot of those who draw the nightwatch at castle Gromwell. Through bleary eyes I watch as our "fearless leader" shakes the bunks of those in worse shape than myself. The guard master continued shouting... "WE MUST BE ESPECIALLY ALERT TONIGHT! The news has just now arrived, the OverLord of Dalark raided the wedding ceremony mounted on that fiendish dragon of his. The entire aristocracy of Drumeria is dead, all save the cousin of the queen who we guard this very night. On the morn' we will have a new ruler. Should we be lax in our duties tonight Drumeria will have no ruler with ties to the royal blood. There is rumor that he will attempt an abduction tonight, so BE ALERT! AND... I WILL HAVE THE HEAD OF ANY WHO FALL ASLEEP AT THEIR POSTS TONIGHT!"

With that he stormed out leaving an unsettling silence in his wake. We quickly donned our armor and headed toward our respective posts. It is amazing how the threat of death will wipe away every trace of a drunken stupor. My mind is crystal clear as I meander down the garden path to the small gate that will be my post for the evening. The stars shine brightly and the moon casts its light along the path to the garden.

The OverLoad is said to be a powerful wizard and have many terrible demons at his disposal. The thought of meeting up with the Dalark dragon or the Devastator of Souls, he who can destroy a man's soul with a glance, sends chills up my spine. No normal man would have a chance against such foes. Should there be trouble I must first sound the alarm so that we might together overcome the attempt, or die in the trying.

The evening is almost half over now... The OverLord must be busy elsewhere this eve most likely gloating over his triumph at the wedding ceremony. I am told that powerful men are known to do such things. The mist from the bogs begins to creep into the fields like an old familiar friend. Soon it will make its way up to the garden terrace; I welcome it. The mist is a certain sign that the night watch is drawing to an end. I will be glad when this night is done.

As the mist closes in I begin to smell the sweet scent of honey. The cooks must be beginning breakfast. But wait! It is MUCH too early for the cooks to be up and about... and the mist seems to have taken on a sickly bluish tint. As I struggle to see through the thickening fog I spot a pair of glowing eyes. I try to call out to the other guards but no sound escapes my lips. Then I see him... moving steadily toward me. Could this be the Devastator of Souls? He moves fast for such a huge antagonist; I remain steadfast. His eyes glow as if lit from within...

Where did he go? Ahhh... the sweet smell of honey... This terrace is sooo high. Ahhh... the sweet smell of honey... golden honey. Had I wings, I could fly. Sweet golden honey, golden like his eyes... who needs wings anyway...

## THE SAGE SPEAKS

EDITOR'S NOTE: The following questions are excerpts from mail recieved by Digital Adventures regarding "Temple of the Snow Dragon".

Q: Yes, I've obtained the silver and gold keys and gained access to the Timber, Dead end and the Pit room, but now I'm stumped. I know there must be a way to 'Span' the pit... HELP!

A: To 'Span' the pit you will need to find some well hidden 'supplies'.

Q: How do you defeat Mondrel? He always escapes!

A: MONDREL is truly a crafty nefarious fiend. No one has yet defeated him and it would not surprise me if he shows up yet again in another adventure of the DALARK TRILOGY.

Q: Where is the potion??

A: The blue potion may be found within the close confines of the Slave Pens.

## GAME HINTS

Some objects are hidden within the room graphics. They do NOT appear in the contents section of the screen.

When you need some supplies, they are seldom close at hand.

Some doors ALWAYS lead to sudden death. To avoid these be sure to draw a map.

The potion will add greatly to your strength when you "DRINK" it. Do so as soon as it is found.