

THE BLOOD OF BOGMOLE...

Long ago, in the lands of Bolimol evil ruled! Slither, the dragon scoured the land destroying the good dwarfs who lived there. Gregor, the wizard of Bolimol using his magic powers tricked Slither into a trap, set by the dwarfs! Slither while hunting down king Eldor, followed him into a giant trench where the dwarfs were waiting! As the dragon entered the trench, hundreds of dwarfs pushed down tons of soil, rocks and boulders down on top of Slither, burying him alive for all eternity! The giant trench was then flattened and renamed the valley of Bolimol by the dwarf king. After decades of peaceful living, the evil wizard Zogan amassed great armies of orcs and shadow orcs on the border and marched into Bolimol. As the dwarfs and orcs fought, Zogan used his magic powers to entomb the wizard Gregor inside a huge clay altar. He then killed Eldor the king and turned the land of Bolimol against the dwarf army. Earthquakes caused huge chasms to open and swallow up great numbers of dwarfs. It was at this time that prince Eldrin, son of the dwarf king took command of the remaining army, which now numbered only 1600 men. They retreated to the swamp where they would be safe from any further attack and where he could plan his next offensive! Now, Zogan having control over the lands sent forth many orc patrols to hunt down the last of the dwarfs while he searched for the unique ingredient to a spell, which once cast would release the dragon from the weight of the land that imprisoned him. Together they could move into the neighbouring lands and control the whole province!

You are Bogmole, the last of the swamp monsters! After receiving word that your father had been killed in the war at Bolimol, you decide to leave your own home land of Freand for revenge! After many days travel you arrive at the summit of mount Crag looking down into the valley of Bolimol below. You decide there and then to make contact with prince Eldrin and to help in Zogan's destruction!

::::::::::::::::::::VOCABULARY:::::::::::::::::::::
SAVE/LOAD-Save/Load to tape: PON/POF-Pictures on and off
STORE/RECALL-Save/Load to memory: X/EXAM-EXAMINE: GET/TAKE
DROP:WEAR:REMOVE:ENTER:OPEN/CLOSE:FILL/EMPTY:SCORE-Score %
BREAK/SMASH: BLOCK/UNBLOCK: PUSH/PULL:GIVE:WAIT:KILL:FIGHT
SEARCH:SQUEEZE: CALL-CALL B/BERNARD: SLAP-SLAP FACE: HELP

.....INFORMATION:.....
THE ARMIES:::The dwarf and orc armies have been spilt up into hundreds of patrol groups comprising of 20 men to each group. This is so more territory can be covered.

DWARF PATROLS:::Dwarf patrols are sent out by prince Eldrin to guard one of three main positions in the lands of Bolimol. If an orc patrol spots you, you can find safety with the dwarf patrols as they will fight to protect you! NOTE: If the dwarfs are victorious, they will move to a new position. You may find that the moving patrol will be replaced by a relief patrol immediately.

ORC PATROLS:::Orc patrols are sent out by the orc general Knife. Their main task is to destroy any dwarfs they come into contact with or anyone else who they think is collaborating with them. Depending on certain events and on how much information has been given to the patrol leaders by Knife. You may be taken prisoner or killed!

ORC LEADERS:::'Knife' is the main orc general in total command, but he is on a secret mission for Zogan, so other orc leaders take over separate command of the patrols and vary in intelligents. Some might see through any disguise you have on, where others may not.

BERNARD THE BEAVER:::If you make friends with Bernard you will be able to call him. You might have to keep calling, as Bernard follows your call and may have to travel a great distance to arrive at your location.

TROLLS:::Trolls will kill anything on sight. They are being used by Zogan as paid mercenaries and are dangerous.

MUD MONSTERS:::Mud monsters are distant cousins. Although neutral in this war, some may help while others may not.

DUNGEON:::All prisoners are taken to the orc encampment dungeon, which is run by an incompetent orc guard.

EARTHQUAKES:::Earthquakes cause chasms to open and block your progress. Chasms will only close when another earthquake happens. Earthquakes may cause other effects also.