

FORGOTTEN VALLEY

By Challenger Software

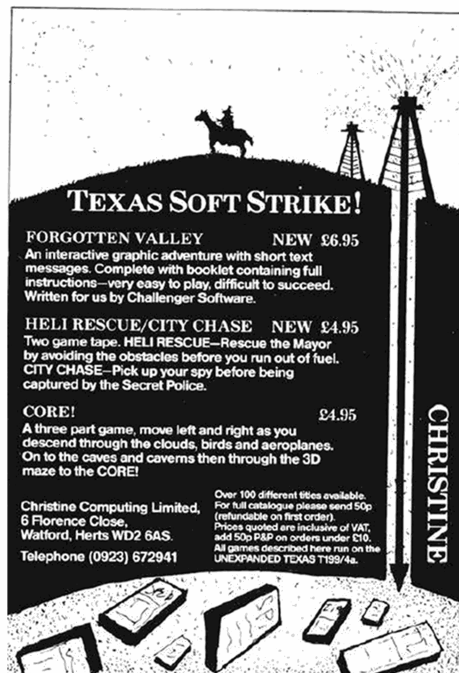
This document was discovered in 2024. The absence of address, system name or warranty suggests it may be a pro forma awaiting formatting and logos etc.

An advertisement for a computer program of this name was found in the UK magazine "Games Computing" for August 1984, on sale for GBP 6.95. The advert was by "Christine Computing" of Watford (Christine Godman). Written in TI Basic for the TI99/4a Home Computer from Texas Instruments. The ad states: "Written for us by Challenger Software".

No copy of this game is known to exist.

Christine Godman was killed many years ago in a traffic accident.

It is not known if the "Challenger Software" referred to is the US software house- known for an adventure program for the Mac.



TEXAS SOFT STRIKE!

FORGOTTEN VALLEY NEW £6.95
An interactive graphic adventure with short text messages. Complete with booklet containing full instructions—very easy to play, difficult to succeed. Written for us by Challenger Software.

HELI RESCUE/CITY CHASE NEW £4.95
Two game tape. **HELI RESCUE**—Rescue the Mayor by avoiding the obstacles before you run out of fuel. **CITY CHASE**—Pick up your spy before being captured by the Secret Police.

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A three part game, move left and right as you descend through the clouds, birds and aeroplanes. On to the caves and caverns then through the 3D maze to the CORE!

Over 100 different titles available. For full catalogue please send 50p (refundable on first order). Prices quoted are inclusive of VAT, add 50p P&P on orders under £10. All games described here run on the UNEXPANDED TEXAS TI99/4a.

Christine Computing Limited,
6 Florence Close,
Watford, Herts WD2 6AS.
Telephone (0923) 672941

CHRISTINE

No copy of this game is known to have survived.

FORGOTTEN VALLEY

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A USERS GUIDE

PART 1: A BRIEF HISTORY OF THE VALLEY OF FINDAIL

The Valley of Findail lies on the western perimeter of the inhabited area of the Lesser Oric Continent where for many years the only human occupants were the kindly Mage Akirin and his few companions. This situation was not to last however, for in the year 500 a new and evil force entered the valley in the form of Vecna, a highly evil Demi Lich, who saw there a perfect opportunity to further his cause without drawing too much attention to his activities.

By the year 502, Vecna had constructed a fortified stronghold in the swamp and raised an edifice to the Greater Demon Gaax in the forest. With the aid of Gaax, Vecna was able to summon many evil creatures to help him and gradually his power grew. By the year 505 Vecna had become highly powerful and his evil creatures roamed freely throughout the valley.

During this period the diabolic Thaumaturgist Kasigaran arrived in the valley, having been summoned by the Demon Gaax to aid Vecna in the completion of his evil task. Emboldened by Vecna's great power, Kasigaran constructed a fortress of evil in the valley.

In the year 520, Akirin returned to his abode after spending 30 years fulfilling his quest to retrieve the Helm of Kuroth, an artifact of great power for Good, and was confronted by the evil that had spread throughout the valley in the time he had been away. Armed with the Helm of Kuroth, his Amulet (a gift from the God Assirin) and the assistance of the valiant men of Rheanor, Akirin set out to quosh the evil that had grown in his absence.

The battle between Good and Evil raged for many years throughout the valley and Evil would undoubtedly have become the victor had not Akirin, forced by despair, performed the Ritual of Desecration. In so doing, he unleashed the full powers of the Helm and the Amulet which, although sending Kasigaran to his doom, were unfortunately insufficient to dispel Vecna's evil presence entirely, but forced him to his plain of origin for many years thereafter. The Helm and the Amulet were also lost to Akirin, having similarly transported to a different plain.

Some 20 years have passed since the Ritual and I, Akirin, now beg your assistance before it is too late and Vecna returns to this plain to extract his vengeance on humanity. My Amulet and the Helm are hidden somewhere in the valley, concealed by spells of great power. I will enable you to see the Amulet which in turn will allow you to find the Helm, although before this you must first discover the five stones that fit into the Amulet. Furthermore, you must locate and fit the stones in the correct sequence in order to invoke the Amulet's power. If the stones are fitted incorrectly, they will vanish and re-appear somewhere else.

To assist you in your quest, I have called upon the great and powerful Dwarven ringsmith Frome, who is able to make rings of great magical power capable of saving you should you find yourself in extremis. However, Frome will give you a magic ring only after you have paid him 3000 gold pieces.

Beware of the valley for it has become a place of lurking evil and hidden death. May the Gods be with you on your quest!

PART 2 : USING THE PROGRAM

2 : 1 Commencing play

After you have loaded the program from tape and typed "RUN", you will be asked whether you wish to start a new game or continue a previously saved game.

If you choose the letter, the program will load your previous Character from tape and continue your Quest from the point at which you saved it.

If you choose to start a new Quest, the program will ask you to state the name of your Character and their class or profession (according to the following) - "wizard", "cleric" or "fighter".












Having provided the program with this data, your Quest will commence.

2 : 2 The display

Having completed the initial stage of starting or resuming your game, the display will be divided into two sections.

The top half of the screen will contain a graphical display of your current location, the lower half displaying information about your Character.

The symbols used in the graphical display are as follows:-

	forest or tree		water
	swamp		yourself
	castle		treasure chest
	safe pathway		stairs up
	safe pathway		stairs down
	wall or border		

2 : 3 Places of interest

All the places mentioned in Part 1 of this guide are located somewhere within the confines of the valley and it is upto you to find and explore them. In addition to these, two extra castles may be found, these being the abodes of Akirin and his companions. Although you will not be allowed to explore these castles, they will provide you with the option of saving the game or purchasing a ring from the great and powerful Frome.

2 : 4 Character abilities

The following is a list of all Character abilities and their meanings:-

Combat strength : is a measure of your Character's physical strength. This value governs the amount of damage you can inflict on your opponents by purely physical means.

PSI power : is a measure of your mental or "psionic" ability. This value governs the efficiency of any spells you cast.

Stamina : is a measure of your physical endurance or your ability to withstand assault. If this value ever reaches zero - you are dead!

Turns : the number of moves you have made thus far.

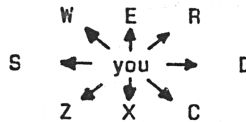
Gold : this value is a measure of your personal wealth.

Experience : is a measure of your Character's proficiency in the class chosen. As you gain experience you will notice that bonuses are accrued to some of your other abilities.

It should be noted that if and when you return to either of the safe castles, your Character's "ability" values will be restored to their initial levels unless they are already in excess of them.

2 : 5 Communicating with the program

For normal movement you should use the following keys:-



If you are attempting to enter either of the safe castles, you will be asked two questions which should be answered Yes or No.

If you encounter a creature you will be asked to enter an encounter option which may be selected from the following:-

A = Attack	S = Cast a spell
R = Retreat	O = Put on ring

PART 3 : THOUGHTS FROM THE MAGE

Although this document reveals much about the nature of the valley, it is by no means a compendium of all the knowledge necessary to complete your Quest - there is much that you will have to learn for yourself on your travels.

The only advice I can offer you is this:-

the buildings are not as they seem, they each contain countless numbers of rooms and passages

the valley is a place of enchanted nature, you must learn to expect the unexpected.

if you find that you cannot progress your Quest you are probably approaching the problem from the wrong angle - try a different approach.

although I have empowered you with two types of spell, use of the second is not possible until you have acquired an "experience" value of 3000 or more.

I am old and I grow weary..... Good Luck!!!!!!

Arch Mage of Findail