

## BACKGROUND

Before it was known as QOR, RA had land owners, kings within their own domain, who lived in style with their foppish families and peasants who did the work. There were also isolated communities of magicians carefully avoided by the aristocrat and peasant alike. QOR was founded by the alliance of very rich but homeless space pirates and the already powerful ruling class. The peasants were impressed, the magicians soon burned out.

## RECENT

One generation later the pirate offspring have taken control and are buying military software for a large computer complex. Alarm bells are ringing at SUC HQ. Our long term task is to blow up the complex! But how to get onto fortified QOR? Certainly impossible unless you are inside a QOR craft.

## SUC RECOMMEND

Jo should explore on the journey but keep a low profile and only act if it is really necessary. He should help with the pillage when they arrive and then that night quickly steal the aircraft and zoom off to the computer complex. You may be able to communicate with Jo.

This is me Jo and I can read what you type and reply on my watchom. If anyone asks we just say that we're playing a new computer game. Actually I'm a left handed *FOR* writer. Wonder if anyone out there remembers what *FOR* stands for? *FOUR-FINGER COMPUTER REALIZATION*. Ponder muse anyone joined me yet? If you're there and ready to help just communicate 'Hi' and I'll turn on the *FLY (THE INTELLIGENT FLYING CAMERA)*.

Intags have reported that an exiled noble, ZAUCU, schemes a return visit. Apparently one

'UEEV' of pirate stock levelled Zaucu's palace and then moved into the long avoided, and greatly feared, city of the magicians. At this moment however. Ueev and men are off-planet needing tools, arms and drugs giving Zaucu the space to raid their domain of whatever is left of its fine famous jewels. And, through God and Wak know how, SUC have

arranged for Jo to have been taken on by Zaucu as 'intelligent muscle' and is right now in his cabin on Zaucu's ship and off to QOR.

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Who thanks GAC, incentive  
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Far be it from me to tell you what to say but, for the novice, here are some words to try.

CARRY — Similar in meaning to GET, GRAB or TAKE.

DROP — One way to put objects down.

EAST — Go East, E will do.

NE — Go North East, NE fits better on Jo's watchom.

IN — Same as Enter, the opposite of OUT

DOWN — The opposite of UP.

INVENTORY — Give's a list of what Jo's carrying, INV will do.

LOOK — Re-describes the location.

SAVE — Save's your game position.

LOAD — Carry on from saved position.

SCORE — How are we doing?

SEARCH — Search a location for objects.  
For example: Search, get phaser, out, S.

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