About this collection

This package contains a total of nine different game books, which have been converted to computer game format and built as disk images for the MEGA65.

Copyright

The games are under copyright by the original authors. They have agreed to have the games distributed for free. Should they ever wish to make their own commercial adaptations, they may revoke this license for distribution.
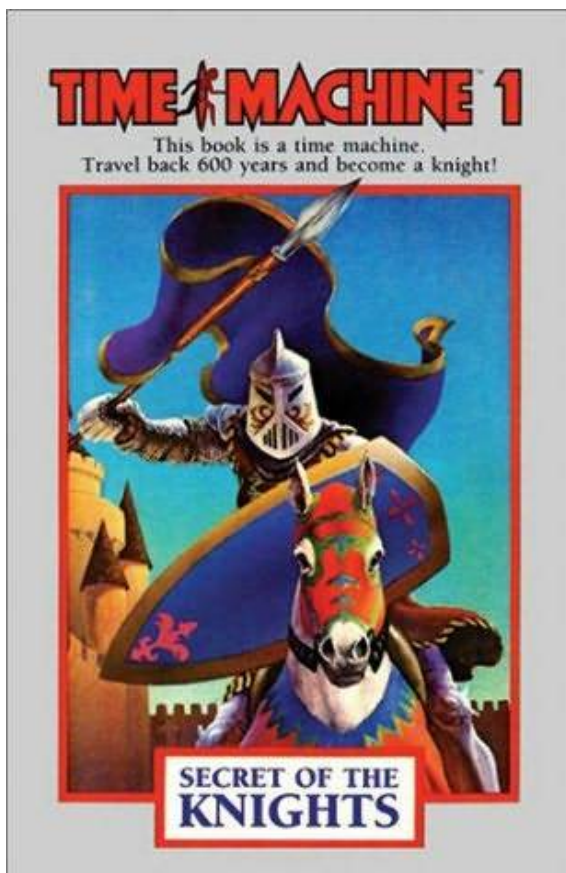
System requirements

The games can run from a physical disk or from a disk image on a memory card.

Save / Restore

To save the game progress: You can safely use the game disk for game saves.

Secret of the Knights

Disk name: KNIGHTS.D81
Originally published in 1984
Book written by Jim Gasperini
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-knights

About the story

IT IS THE YEAR 1340.
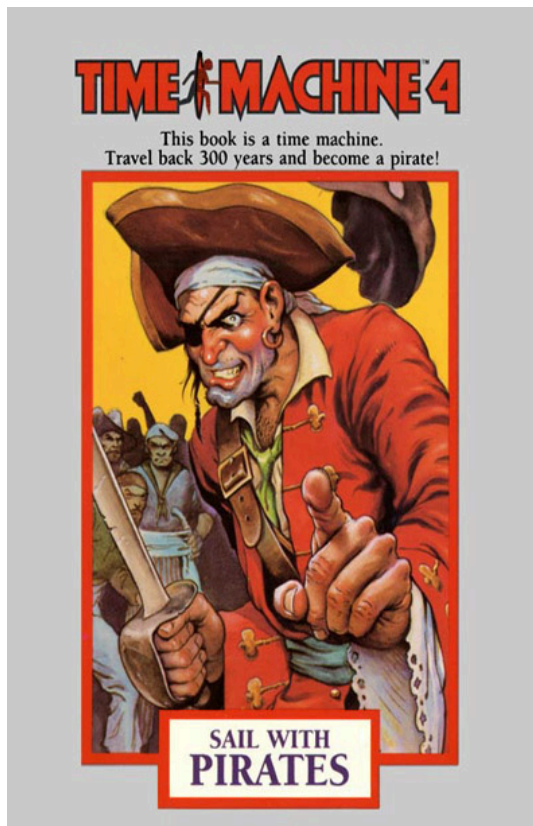
You have traveled back to the age of knights.

A squire has just accused you of being a sorcerer. You must prove yourself in a duel with quarterstaves, but you've never used them before.

You can try to defend yourself or escape through the angry crowd. Your decision can lead you to safety or leave you stranded in time!

ARE YOU READY TO FACE THE DANGER?

An unofficial adaptation of the 1984 Time Machine book by Jim Gasperini.

Sail with Pirates

Disk names: pirates*
Originally published in 1984
Book written by Jim Gasperini
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-pirates

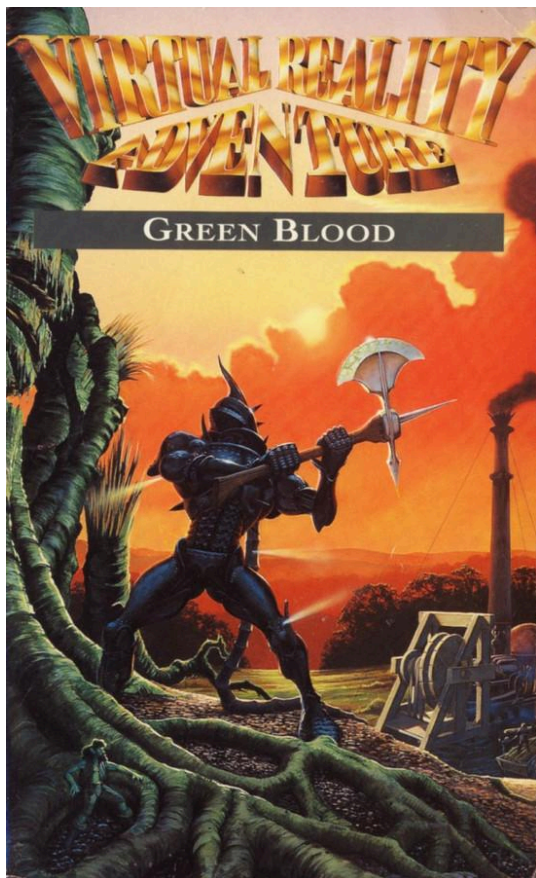## About the story

IT IS THE YEAR 1684.

You have traveled back to the age of pirates.

You are stading face-to-face with a pirate captain. He offers you a choice: join his crew or die.

You can sign the parchment and become a pirate or attempt to escape before he can catch you. Your decision may lead you to safty or leave you stranded in time!

An unofficial adaptation of the 1984 Time Machine book by Jim Gasperini.

Green Blood

Disk name: GREEN.D81
Originally published in 1993
Book written by Mark Smith and Dave Morris
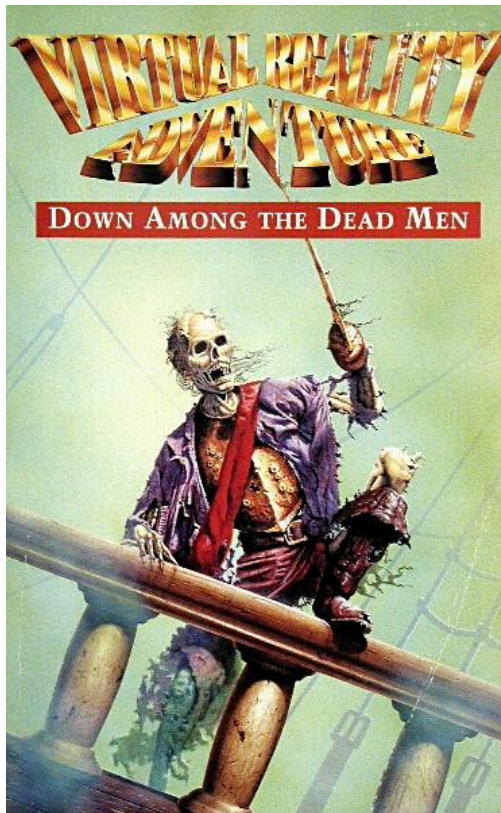Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-green

About the story

The evil Westermen are destroying the once beautiful and idyllic Forest of Arden. The trees are being torn down and used to fuel the raging smelters that are making deadly weapons and engines of war. In your desperate quest to prevent the annihilation of the forest you must face many dangers. But will you be able to stop the heartless mercenaries and their Infernal Machine as it smashes the very heart of the forest, the Tree of Life?

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Dave Morris and Mark Smith.

Down Among the Dead Men

Disk name: DEADMEN.D81
Originally published in 1993
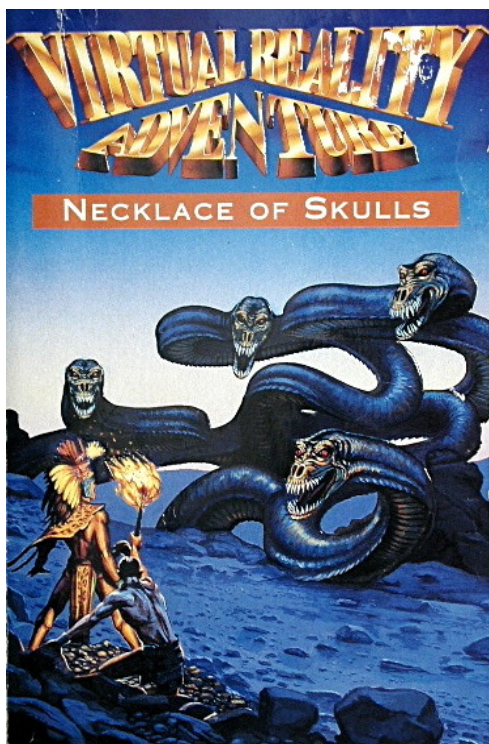Book written by Dave Morris
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-deadmen

About the story

Adrift at sea in an open boat, you make your desperate bid to escape from the evil pirate Skarvench. The odds are stacked against you, for, even if you do not die of thirst, there are still formidable dangers to overcome. And if you do survive to reach civilization, your adventure is only just beginning since you must round up a crew and sail in search of Skarvench and avenge his tyranny. But will you be able to thwart his most evil and blackguardly scheme ever: to kidnap the beautiful young Queen of Glorianne?

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Dave Morris.

Necklace of Skulls

Disk name: NECKLACE.D81
Originally published in 1993
Book written by Dave Morris
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-necklace

About the story

Learning of the disappearance of your twin brother in the trackless desert, you resolve to set out and discover his fate. Leaving the hub of your elaborate Mayan civilization far behind, your quest takes you to the lost jungle cities, across mountains and seas, and even to the baleful depths of the underworld. If you are luck enough to survive the treacherous desert journey, you must still confront the wizard called Necklace of Skulls in a deadly contest whose stakes are nothing less than your own soul.

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Dave Morris.

The Coils of Hate
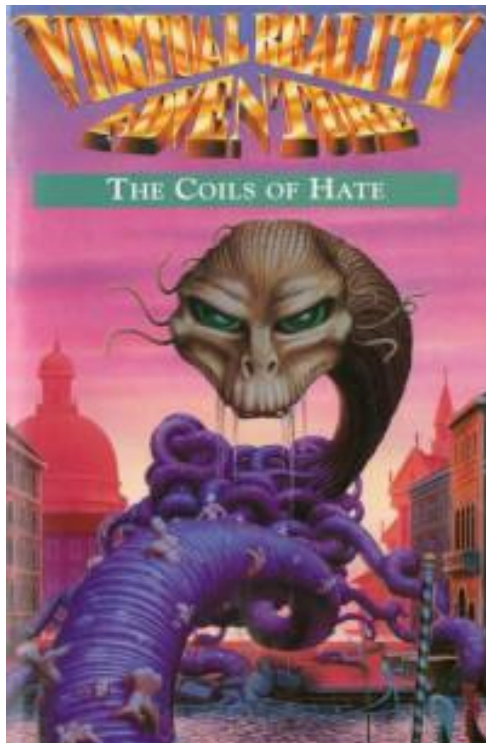
Disk name: COILS.D81
Originally published in 1993
Book written by Mark Smith
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-coils

About the story

Alone in the labyrinthine streets of the ancient city of Godorno, you frantically attempt to save your people -- the Judain -- from their tyrannical ruler, the Overlord. Terrified of being hunted down, the Judain have gone to ground. But now there is an even greater menace: Hate, the very embodiment of all that is sinister, has invaded the city. Its tentacles emerge from the sewers beneath the city, destroying everything. No one is safe. Will you be able to vanquish Hate and prevent the annihilation of your People?

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Mark Smith.

Heart of Ice
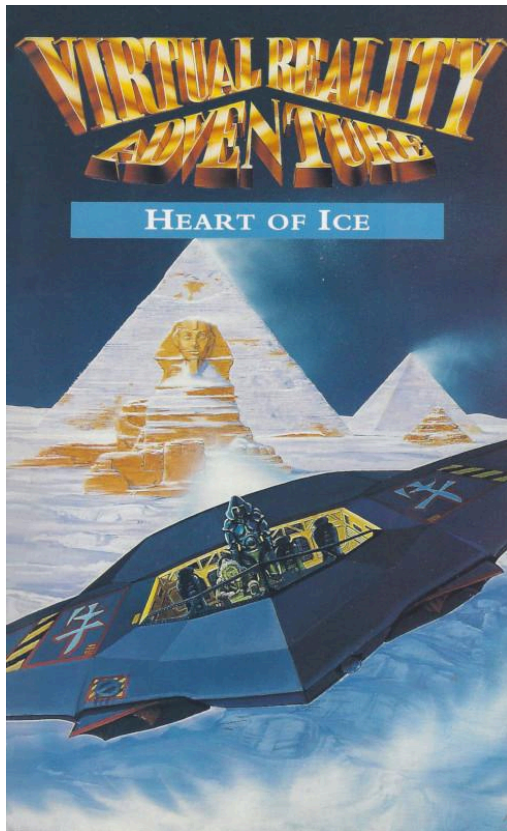
Disk name: HEARTICE.D81
Originally published in 1995
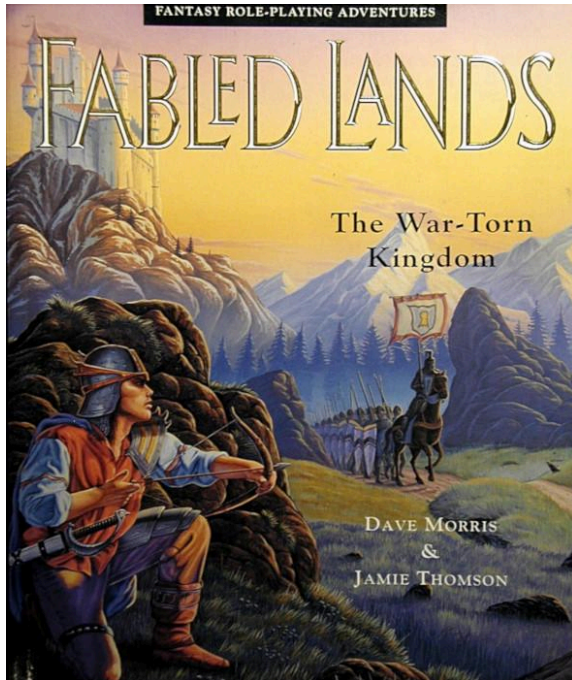Book written by Dave Morris
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-heartice

About the story

Legend says that the one who possesses the Heart of Volent shall wield ultimate power. Created in the searing fires of the Big Bang, this fabulous gemstone focuses the cosmic forces which shape the universe itself. As cahos grows and a new Ice Age closes its grip on the world, you and handful of desperate adventurers compete in your search for the gem. Are you ruthless and resourceful enough to win its power for yourself?

An unofficial adaptation of the 1994 Virtual Reality Adventures book by Dave Morris

The War-Torn Kingdom

Disk name: WARTORN.D81
Originally published in 1995
Book written by Dave Morris
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-wartorn

About the story

In THE WAR-TORN KINGDOM revolution rages in Sokara. You can join forces with the king to restore his throne, or look for profit working for the dictator, Grieve Marlock. Use fighting skills or sorcery, bribery or skullduggery to survive the back streets. Descend to the sewers of Yellowport to defeat the vile rat-king, Skabb. Retrieve the golden net from the Repulsive Ones under the sea -- and use the rewards of your victories to travel beyond the boundaries of the known world.

Your journeys will bring you foes and friends, danger and triumph, fortune and fame -- and more adventures than you have ever dreamed of!

An unofficial adaptation of the 1995 Quest/Fabled Lands Game Book by Dave Morris and Jamie Thomson, as updated in 2010.

Over the Blood-Dark Sea
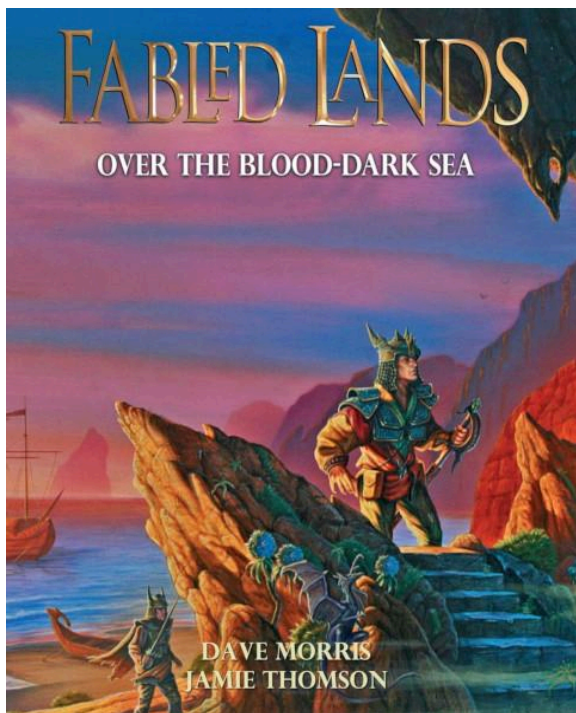
Disk name: BLOODSEA.D81
Originally published in 1995
Book written by Dave Morris and Jamie Thomson
Conversion to computer game by SD Separa
Map and manual at https://tinyurl.com/vr-bloodsea

About the story

OVER THE BLOOD-DARK SEA lie countless islands steeped in mystery. Every port brings peril -- from the half-wild settlements on the edge of Anon-Konu, to the forbidden cloisters of the sorcerers' colleges of Dweomer. Every voyage means danger -- from murderous pirates and haunted ships.

You can choose to be a daring explorer, in search of conquests, treasures and power. Or a magical savant, invoking the secrets of the occult to annihilate your foes. Or you can amass a fortune as a merchant, trading in spice shipments from the Sea of Hydras to the Innis Shoals.

An unofficial adaptation of the 1995 Quest/Fabled Lands Game Book by Dave Morris and Jamie Thomson.