

MICRO-SCOPE

SPECIAL

SUMMER 89



THE ORB OF ZALIBAR
BACKGROUND STORY

NEWMAN COLLEGE WITH MAPE

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C. J. Broadbent 1989

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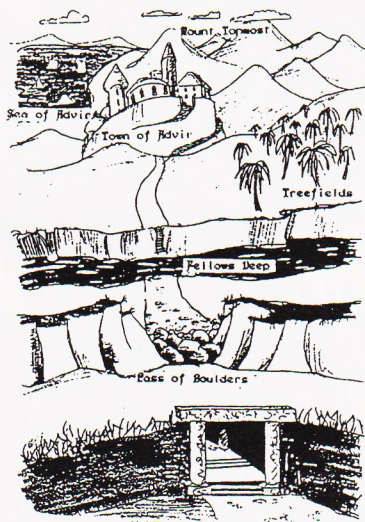
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CHAPTER ONE

The story really starts before you or I or even your, I don't know how many, great grandparents were born. It goes way back into the shadows of time. Back to a time when the world was new and oh so different from today.

The story concerns the land of Advir, a mystical land, with good and evil just like the world we live in.



Yet it was different. Humans, creatures and robots all lived in Advir, most of the time getting on with each other. There was, of course, the odd argument, usually about who owned what. Just like some of the arguments you have with your friends over toys in the playground.

The king of Advir, at that time, was a good king called King Deedee. He was always fair with his subjects and on the whole he was very popular. The arguments mentioned earlier were quickly sorted out by King Deedee, due in no little part to his great wisdom and clear foresight. So Advir moved along very well. People were generally happy and life was generally rosy.



Then a catastrophe happened! A stranger came to the land. A stranger with an evil countenance, and, I must add, with even more evil thoughts.



This stranger was called Drogon and he was a wizard. A wizard intent on ruling the peaceful kingdom of Advir and making it a rather nasty place to live. The people of Advir knew, or thought they knew, all about wizards. Wizards have three nostrils. Wizards have four big toes. Wizards have green blood. Wizards don't have a heart. Wizards live forever. These were all the things the people thought they knew about wizards and of course they were wrong, quite wrong, about all of them, except the last one. Wizards do live forever and Drogon was no exception!!!



As soon as Drogon arrived in Advir his wicked influence was felt all over the palace, the town and all the surrounding area right up to Mount Topmost, the highest point in Advir. Eggs went bad, milk turned sour, crops failed and the weather, oh the weather. I haven't mentioned

the weather in Advir before so I will now. Up to Drogon's arrival the weather had always been very predictable. If it was the 22nd of May then you knew you could go out without an umbrella because it never rained on that date. The 4th of August was not a very good day for hanging out your washing because it always rained from exactly ten minutes past eleven in the morning until three minutes to eight at night, non stop! Now you might think that this was boring, knowing exactly what was going to happen to the weather on every day of the year, but just think how convenient it could be not having to worry about what to wear or if you should take a coat with you. Oh by the way it was always a White happyfest in Advir which is of course the Advirian's equivalent of Christmas. However, as soon as Drogon arrived everything got mixed up. Poor Mrs Eldefield had her washing completely drenched when she hung it out on a dry day, only to find it rained as soon as she set off to the shops. As for Mr Gregelfrend he caught a

terrible cold when he went out in his shorts, on what everyone thought was a hot day, and it snowed!



SEAN. ANDERSON.

The most frightening thing of all were the dark clouds that gathered over the Mountains of Advir, completely covering Mount Topmost. These clouds, frightening in themselves, seemed to be getting lower and lower!

As this happened the people became more irritable and arguments broke out followed by fights and then people actually started to have battles with each other. There was nothing King Deedee could do to stop it. Gradually the country was split into three distinct groups. Those who remained loyal to King Deedee, those who went over to Dragon's side and those who didn't join either side and went away from the town of Advir. Lets face it Advir was plunged into civil war.

CHAPTER TWO

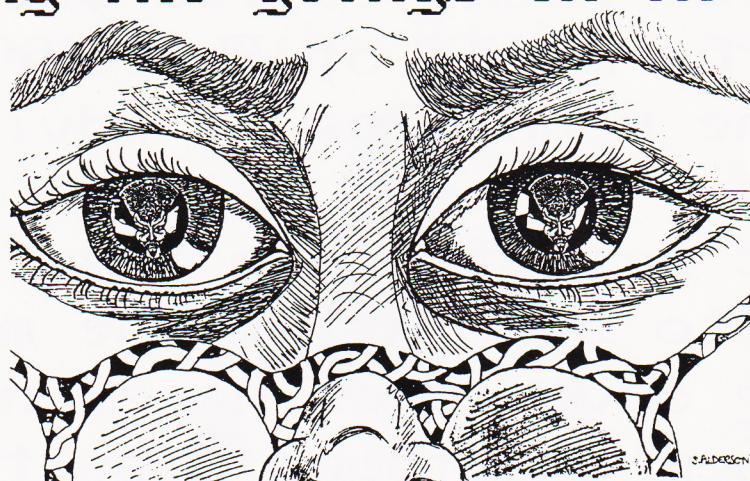
Wars raged for years. Eventually King Deedee died, but of course Drogon didn't. He just became more powerful and the clouds got lower and lower.



The next King was Deedee's son called Drusus. He was not a strong king like his father and he found himself losing more and more support to Drogon. The loyal people of Advir were becoming more dispirited daily.

Just when things were at rock bottom something happened to cheer everyone up. Another wizard arrived in Advir. At first people feared the worst. This, on the face of it, was the last straw. The people had another wizard to contend with.

Drogon's followers rejoiced thinking that the battles would soon be over and that Drogon would soon rule Advir. However, Abradac, for that was the second wizard's name, was not an evil wizard, but a good one. It turned out that Abradac had been watching the goings on in Advir and



he had finally decided to help. He explained to King Drusus that he couldn't get rid of Drogon as their powers were exactly equal. What Abradac could do was to keep Drogon's power in check to stop him getting stronger and, hopefully, this would frustrate Drogon and eventually force him to leave Advir forever. King Drusus was desperate and he readily agreed to let Abradac help. Not that he could have stopped him, even if he had wanted to, as Abradac was much too powerful for Drusus.

Abradac explained that he would have to create a special power source which would prevent Drogon's power and influence over the people from growing any stronger. This power source had to be in the form of an orb and it had to be fashioned out of a special rock, called Checkium, found in the mines of Zalibar hidden deep in the mountains of Advir.

So Abradac set off into the mountains to search for the mines. After many adventures he eventually located them and found a suitable piece of checkium from which to make the orb. Abradac recited many spells and incantations over the stone and the wonderful orb was finally created.



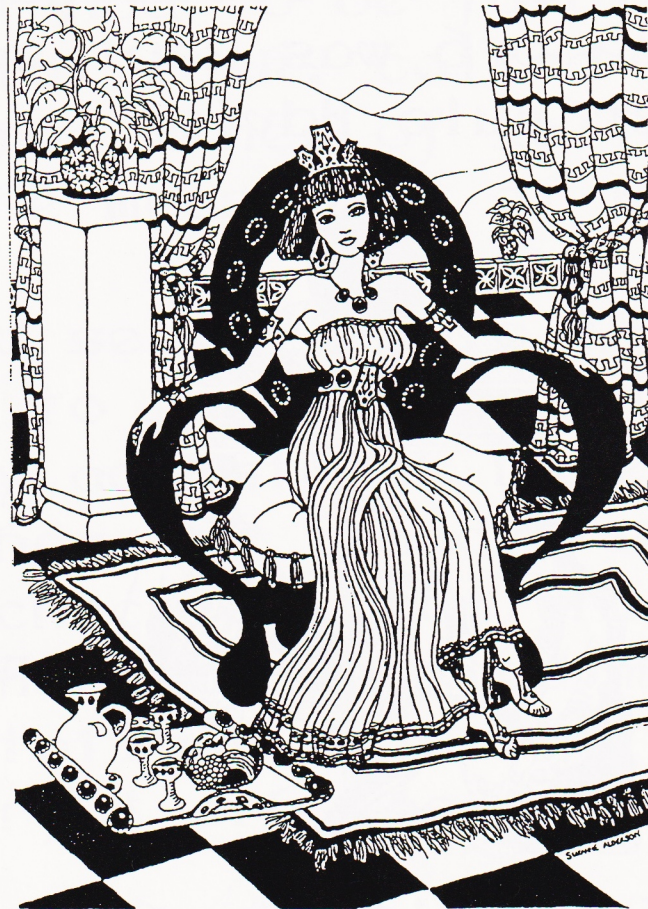
Unfortunately the orb turned out to be egg-shaped and not a true orb. Abradac was horrified at this, but he was too tired to try again. He hoped that this would do.

Abradac returned to the town of Advir and presented the orb to King Drusus. He explained that the orb must be kept in its own room and guarded day and night, because if it left the palace its power would diminish until it became useless. As long as the orb was kept safe Drogon would never rule Advir.



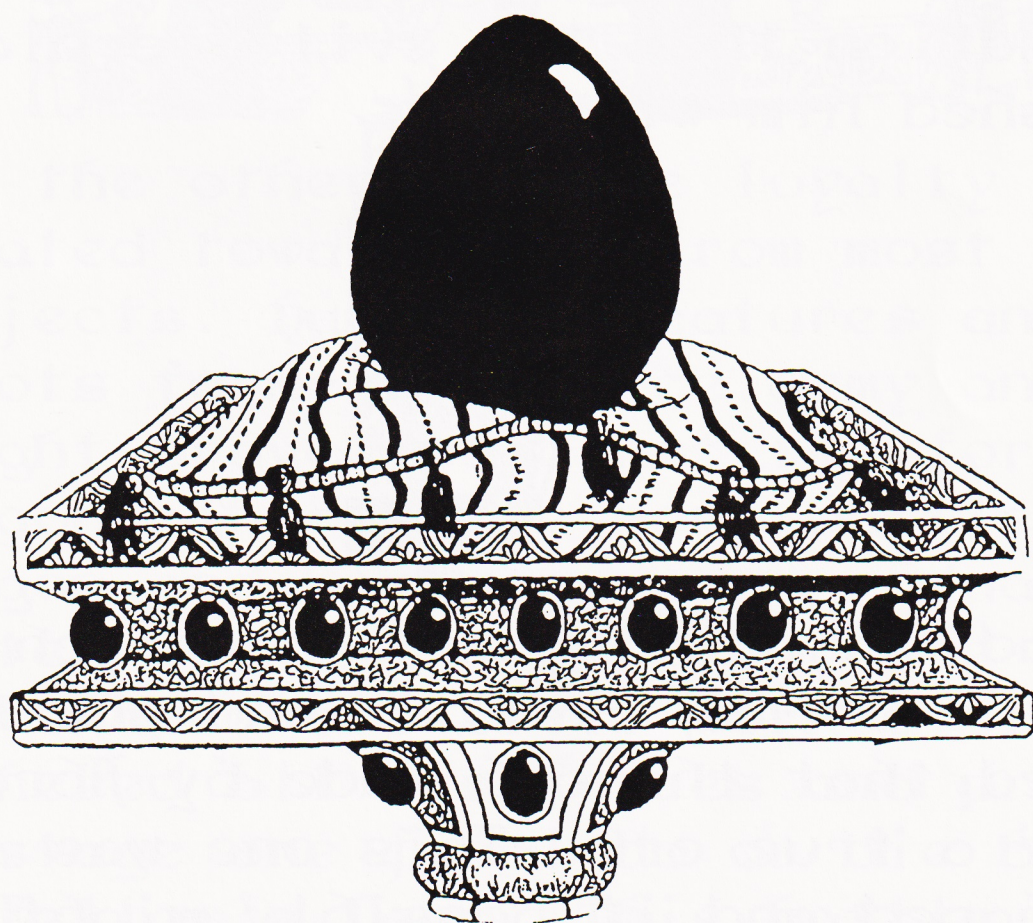
So the orb did its work and Drogon's influence grew less and less. A balance was struck and things carried on almost as normal. Abradac remained in Advir for a long time and as year followed year it seemed the threat of Drogon had gone forever. He made no further inroads into Advir and people began to get on with their lives just as before.

King followed King and Queen followed Queen until the beautiful Princess Elena sat on the throne of Advir. I suppose she should be called Queen Elena, but she preferred to be known as Princess Elena and so she was.



Elena was greatly loved by all the people of Advir, except of course the followers of Drogon. Yes, they were still about, but even they were a little bit fond of her, due to her beauty and kind manner. The people of the town said she was the best ruler of Advir since King Deedee many centuries ago.

Drogon saw what was happening and he wasn't happy. So he began to raise armies to fight the good people of Advir. By an unfortunate coincidence it was about this time that Abradac was called away from Advir to go on another mission. Now this was more serious than anyone thought because unbeknown to anyone, including Abradac, if the maker of a power source goes away then that power source gets weaker. This is exactly what happened to the Orb of Zalibar.



CHAPTER THREE

The very minute, no the very second, that Abradac left the country of Advir, the clouds hanging over the mountains dropped just a little lower. Drogon noticed this and at the same time he began to feel a little stronger. This pleased him greatly and he began to plot to overthrow Elena and sieze the kingdom for himself. Another thing that cheered Drogon up was some information that the evil Scorpia furnished him with.



She had been doing some research into the Orb of Zalibar and she had noticed that the orb made by Abradac wasn't a true orb. This one was egg-shaped and it possibly might not have as much power as was first thought.

Encouraged by this knowledge Drogon thought the best plan would be to wage war again, hoping that the power of the orb would be further weakened. He built a great army and started to attack the armies of Elena. However, there were two things that Drogon had not bargained for. One was Elena's great beauty



and the other was the loyalty this created towards her from most of her subjects. Humans, creatures and robots formed a fierce army and fought bravely against the forces of Drogon. There were many battles and Drogon and his men were gradually beaten back. The power of the egg-shaped orb still worked. Drogon gathered all his forces and prepared to stage one final do or die battle at Fellow's Deep. This battle raged for day after day and it proved to be the hardest fight of the war.

Eventually the forces of Drogon were beaten back after an act of great courage from one of the soldiers in the army. This soldier, a human called Seth, fought eight of Drogon's creatures single handed thus allowing his army to escape and re-group. It was this that really ended the war.



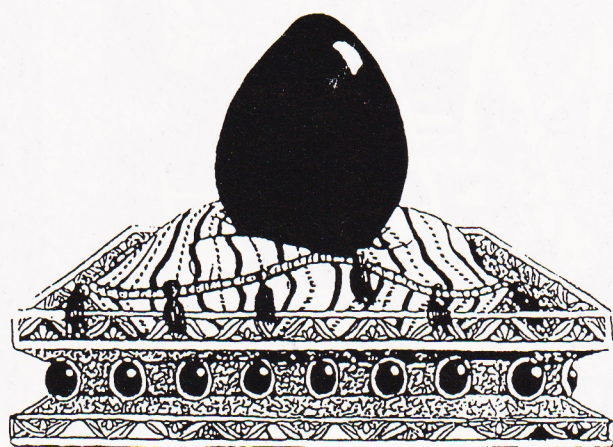
Defeated, Drogon crept back to his lair, the Labyrinth of Drogon to lick his wounds and to have a dramatic re-think about ruling Advir.

With what remained of his followers around him he hatched another plot. He was going to steal the Orb of Zalibar. He had always thought that the orb was untouchable and that it could not be stolen. However, the fact that the orb was really egg-shaped might mean that it would be easier to steal. So he started to plan how the orb could be stolen. Of course Drogon had decided not to steal the orb himself, that could be too dangerous, no, he would get someone else to do it for him. However, Drogon had not considered one important matter in his plans, a very important factor indeed ...you!



Search for the orb

The orb is hidden underground,
Where it never will be found.
Drogon has it in his lap,
You must try to make a map.
Firstly find its hiding place,
To wipe the smile from Drogon's face
Its hidden in a room so bright,
Reflecting its image day and night.
But as the time goes hour by hour,
The orb will slowly lose its power.
Before you leave to start your
quest,
Pick some people who will be best
To help you on your dangerous trip,
To pick you up if you should slip.
They need to be the best around,
Across the land and underground
So find a chamber full of life
And end Elena's awful strife.
To the labyrinth, go, I say,
But look out for hazards on the way.



Orb Of Zalibar is Stolen from Palace

Advir in danger!

Advir, 7 a.m.

The Orb of Zalibar was stolen from the Palace of Advir last night. The famous Orb was removed from the Orb room after the guards had been knocked unconscious. The Orb has been kept safely in the palace for many centuries as a safeguard against the power of Drogon. Princess Elena, the present ruler of Advir, is said to be most distressed by the loss of the Orb, but she does have some information about the theft.

It is said that if the Orb leaves the Orb room then its power will gradually diminish. This will allow Drogon to seize the throne of Advir.



Princess Elena

Drogon behind the theft?

Drogon, the wizard is thought to have been the mastermind behind the theft of the Orb, but he is not likely to have carried out the deed himself. Drogon has been living in Advir for many centuries and it is a well known fact that he would love to be its next ruler.



Drogon The Wizard

Anyone who thinks they may be able to help in discovering the identity of the thieves and the recovery of the Orb, please go to the palace and give your name to Princess Elena. She will give you all the information she has, to help you start the search

The hunt for the thieves

Using Elena's information you start to move around the palace of Advir.

You come across a robot. This robot is different from the others as it has a name and not a number. I wonder what he has to say for himself?

This information is very helpful and you feel as if you are getting somewhere. Another robot approaches. He looks as if he should be observant, his eyes are constantly darting to and fro.

His information is useful, but you still need more evidence. You sit and think about the clues you have.



You hear a slight noise behind you and as you turn you see a young girl carrying a sling. Can you trust the information she is willing to give?

She takes you to a different robot who gives you some new information which will help you.



At last you have all the information, but this is not enough. You must use the file to draw your own conclusions and find the thief and take a statement.

A dark skinned girl enters the room and tells you something of great importance.



Now you should know the identities of both of the thieves. Next you must say who they are in order to be given your second task.





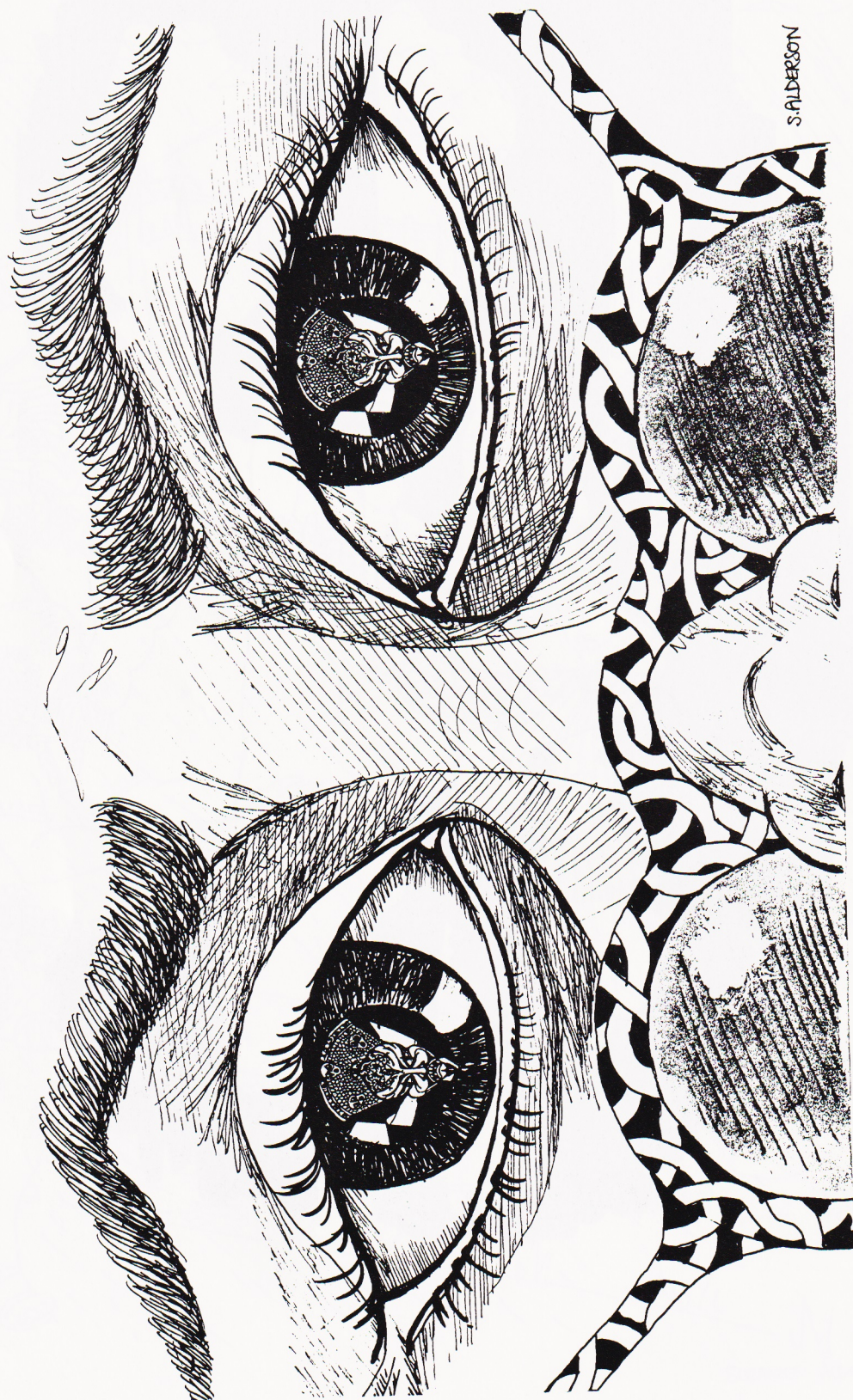
SUZANNE
ALDERSON



SCRAMME ALDERSON.



SUAMIE
ALDERSON.



S. ALDERSON











