

WoW Software
presents

YARKOR
BLUES

A GRAPHIC ADVENTURE

by

JASON DAVIS



WITCH OF WESSEX

YARKON BLUES

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A long time ago (tea-time last Wednesday to be precise!) in a galaxy far, far away.....

The camera pans slowly coming to rest on a small, lone trading ship weaving its merry way through the vast gulf of deep space.

The ship is ODOUR EATER II (named after the great warrior king of a proud, but very small not to say slimy, race of slugs on Ree-Bok IV) and is the property, though only in the most tenuous definition of the word, of one Rik McQuick, our hero and all round good guy. His present cargo of Altarian Old McSpewans Spirit is bound for the bustling metropolis of Kylie on the tedious little planet Minogue (sick but true). As we join him a fair amount of this concoction is already finding its way down his throat.

It is while Rik is thus otherwise engaged that his ship veers off course (due to an unfortunate collision between the auto-pilot and an empty McSpewan's bottle), and heads off towards an insignificant blue-yellow (green) planet.

As it happens this is not very fortuitous because this particular planet was the secret hide-out of the galactic villain Fastbender Gloop. Even though the disreputable Mr Gloop is long since dead (along with the rest of the population of the planet, for a reason which is unlikely to become clear at the present time), his sophisticated defence system is alive and well thank you very much.

Now, as the camera pulls back, it may be wise to point out that it is this aforementioned defence system that has launched the fast approaching missiles that can be seen in the distance. Luckily for Rik, when these missiles ultimately explode on impact with the ship he just happens to be lying in a dazed heap within the the only escape pod on the ship and suffers only a few minor injuries. (A momentary lapse of bowel control and two spilt drinks.)

We rejoin Rik after he has fully regained control of the various bits of his anatomy and find that he is lying (more or less still in a heap) next to the remains of the escape pod, high up in the mountains on the planet Yarkon. As the picture starts to slowly fade he knows that all he has to do is get off this miserable little rock. However he is going to need the help of someone with intelligence, wit and charm, but seeing as you are the only one about I suppose you'll just have to do.....GOOD LUCK.

