"Miecze Valdgira" (Swords of Valdgir) is a Polish computer game for the Atari XL/XE, released in 1997 by ASF s.c. Players take on the role of Aldir, who strives to neutralize the curse of the sorcerer Valdgir by uncovering the secrets of the castle Heldgor. To lift the curse, players must find five magical swords, which requires both dexterity and puzzle-solving skills. The game gained popularity for its dark atmosphere and challenging gameplay, becoming one of the cult classics on the Atari platform in Poland.

MIECZE VALDGIRA

Amid the mists and vapors of magic, the ominous Heldgor loomed--a castle once home to a powerful sorcerer, Valdgir. Valdgir had delved deeply into the secrets of dark magic, commanding demons from the deepest hellish abysses to do his bidding. For such services, the sorcerer was to pay a price after his death: his castle and the lands he ruled.

The inhabitants of the lands at the foot of Heldgor endured much under the sorcerer's reign. But the worst came after his death--demons overran the castle and spread throughout the land, robbing its people of peace. Evil spirits abducted animals and humans alike. No one could be sure they'd survive the next night. The shadow of dark forces extended ever further, alarming other living mages.

Yet these mages were too old, and none had the strength to reach the castle on horseback, let alone on foot--this was a time without trains or cars. The only mage who knew the spells of teleportation and levitation was... Valdgir.

Many brave souls attempted to uncover the secrets of the castle--the source of the evil--but none succeeded. Many disappeared. Those who returned had their minds overtaken by madness. Until one day, the castle gates were crossed by an unlikely hero: a village fool, Aldir the Dwarf, a Knight of the Order of Smiles. His knowledge of magic was limited to a single fire spell (he could conjure matches and had a fiery gaze).

Sadly, Aldir was immediately bewitched by the image of a beautiful dwarf maiden upon entering the castle. Lured by her, he found himself in a tower with only two exits: a mousehole (too small for him) or a door sealed with magical sigils (slightly rotten).

After a few years of confinement, when everyone had lost hope of lifting the demons' rule, a bored Aldir conjured some matches...

Now it's up to you to help this not-so-bright knight. Use the matches to escape the tower and seek out five legendary swords that will lift the curse hanging over Heldgor.

The Swords:
Albion - A sword from the forest of hands.
Belet and Flauros - Twin blades hiding immense power.
Glamdring - A bane to the servants of darkness, a bastion of light.
Caliburn - A sacred sword, drawn by a king's hand from a stone.

Five to face the monsters.
Five to reverse the curse.
Five to gather them all.
And bind them in a pentagram in Heldgor's chamber, where their shadows lie...

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