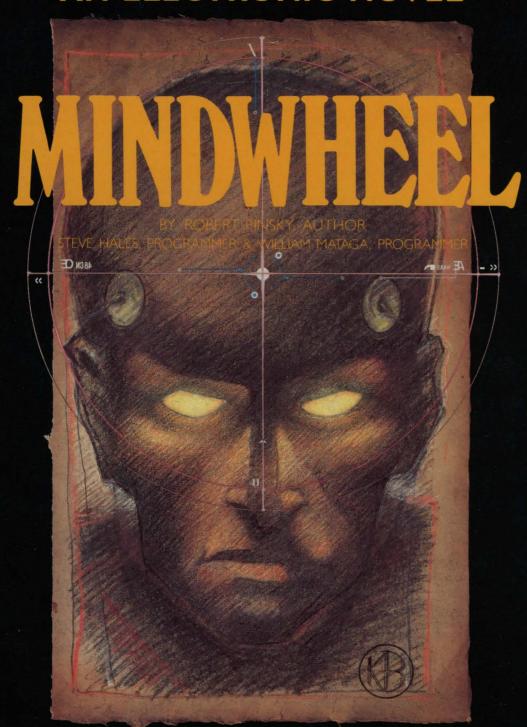
AN ELECTRONIC NOVEL®



A SYNAPSE & BRODERBUND PRODUCTION

FEDERATED NATIONS CHARTER IS DISSOLVED

LEAK FOUND IN NERVE GAS STOCKPILE

TOURIST TORN APART BY WILD DOGS IN TIMES SQUARE

Headlines tell the story. Your world is teetering on the brink of self-destruction. You have been chosen to perform the most crucial and daring of rescue missions. Only by journeying back telepathically to the first moments of civilization can you retrieve THE WHEEL OF WISDOM, the small, precious object upon which the survival of your planet depends.

Your voyage will cast you into an interlocking matrix of four extraordinary and powerful minds. Although these individuals are dead, their thought patterns survive in a kaleidoscopic realm of shocking episodes and mutating

images.

The minds of the matrix: Bobby Clemon, assassinated rock star, voice of a generation; The Generalissimo, ingenious dictator and hideous criminal of war; The Poet, composer of the glorious epics which are your culture's supreme literary achievement, a victim of love; Dr. Eva Fein, scientist, humanist, distinguished musician, "the female Einstein" of the Late Technological Age.

When you negotiate the labyrinth of these four minds, you will encounter THE CAVE MASTER, the prehistoric, apelike being who invented the primary tools of your culture. He safeguards THE WHEEL OF WISDOM, the potent, mysterious source of all inspiration. This is the object of your quest.

(see top of back flap)

(continued from front flap)

Doctor Virgil, the originator of neuro-matrix mind travel, will propel you into *MINDWHEEL*. Your choices, imagination, intuition, and skill, as well as the unpredictable dictates of chance, will determine your success or failure.

A child with the head of a bird, a weeping soldier at a smoldering fire, a demon of fear, a woman of glass... such are the images of the beckoning Vortex. You may enter it — in fact, you must. The universe of *MINDWHEEL* is turning all around you.

BY: ROBERT PINSKY, AUTHOR STEVE HALES, PROGRAMMER WILLIAM MATAGA, PROGRAMMER

(continued from back cover)

Have you ever wanted to tell characters in a movie what to do next? In an Electronic Novel TM , you can and they listen.

A Synapse Electronic Novel™ begins like other novels, on the printed pages of this book. Following the introductory chapters which set the scene, the action continues on the diskette inside the back cover. By typing on your computer keyboard, you can engage characters in conversation, examine the objects of the fictional universe, move through rooms and landscapes, and command the course of future events.

As in real life, characters in Electronic NovelsTMhave their own agendas too. Soon they will pull you into a complex web of motives and possibilities. What you decide to do next influences what happens next. How the Electronic NovelTM unfolds is up to you, limited only by your own imagination.

MINDWHEEL

The Federated Nations have collapsed. Lennon City-Tokyo, Feingrad, Nuevo Paris thunder with strife and violence. In Capitol City, seventy thousand crazed rioters storm the Washington Monument. As the weapons of oblivion assemble on the horizon, the long-feared apocalypse seems inevitable.

The howling, demented crowd shrieks for action. Only Doctor Virgil understands the narrow, mysterious path to your civilization's survival. But Virgil desperately seeks a Mind Adventurer! Do you dare?

(see inside front cover)

What is . . . AN ELECTRONIC NOVEL™?

An Electronic Novel $^{\text{TM}}$ picks up where the printed word leaves off.

At Synapse, by combining the novel on the printed page with the dynamic technology of the computer, we have discovered a remarkable new entertainment experience: a fictional universe constantly changing, with you in the center of the action.

How can I enter . . . AN ELECTRONIC NOVELTM?

You leap from the first printed chapters in this book to the screen of your home computer. The adventure picks up on diskette, pulling you into an excitingly vivid, action-packed world. Your intuition and the choices you make determine what happens next, how the universe of the novel unfolds.

(see bottom of back flap

