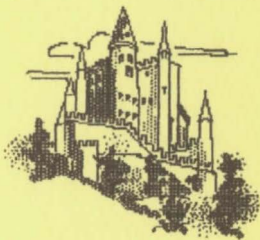


THE ADVENTURE WORKSHOP



presents

Gerbil Riot of 67

by

Simon Avery

SPECTRUM 48K

GERBIL RIOT OF 67

Designed and Written by Simon Avery

You live in a Home. Not your average middle of the street home, but a home for the Confused. I.e. an asylum. You were put there after being found guilty of instigating the great Gerbil Riot of 1967. A heinous crime. You have a hobby - escaping. To date you have been unsuccessful, but you decide to give it one last try....

This adventure game understands all the standard adventure commands i.e. North, East, South, West, Up and Down which can be abbreviated to N, S, E, W, U, D. Some useful verbs are EXAMINE, LOOK, GET, DROP, GIVE and many more. Other important commands are INVENTORY or (I) will give you a list of what you are carrying, SAVE will save the game position to tape and LOAD will restore a previously saved position from tape.

48K

Gerbil Riot of 67

The Adventure Workshop

36, Grasmere Road, Royton, Oldham, OL2 6SR
Lancashire