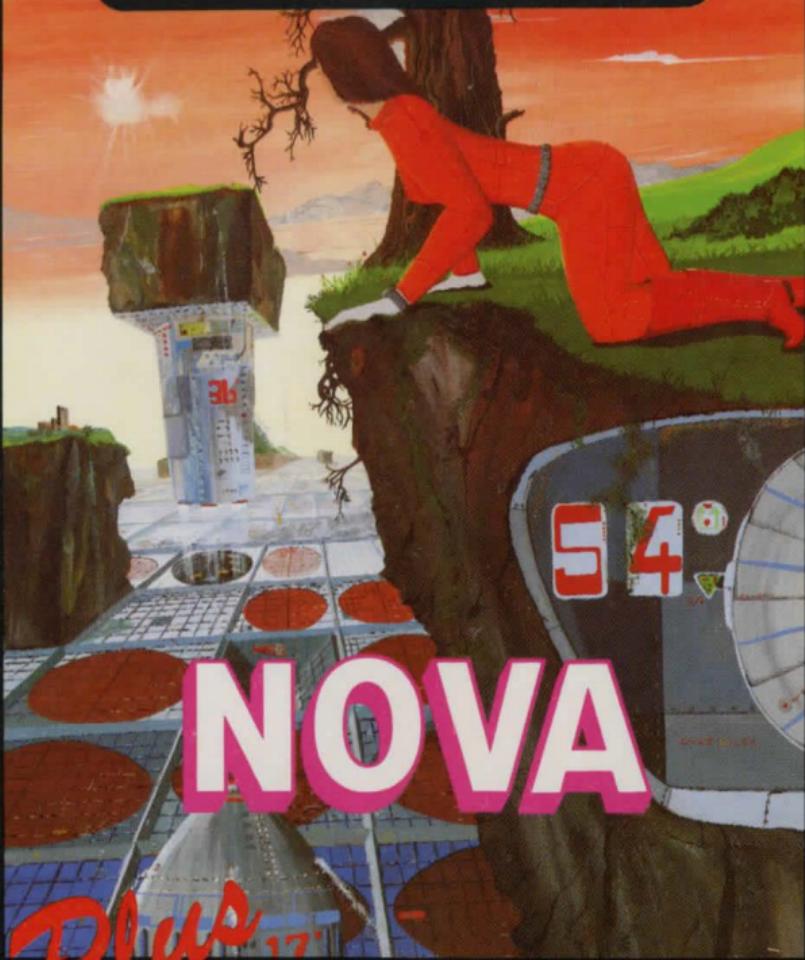


DOUBLE GOLD



NOVA

Plus

Haunted House

AMSTRAD CPC

DOUBLE GOLD ADVENTURE SERIES.

Welcome!

This Double Gold adventure pack contains two Gold Medallion adventures. The Medallion adventure award is only given to the very best adventures written using the Graphic Adventure Creator.

The Graphic Adventure Creator, Double Gold & Medallion Graphic adventures are available from all leading retailers and also direct from the publishers, Incentive Software Ltd, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

LOADING INSTRUCTIONS

Side 1: NOVA

Side 2: HAUNTED HOUSE

Reset the computer by pressing the CTRL, SHIFT and ESC keys at the same time. Put the cassette into the recorder, then rewind, press the CTRL and small ENTER key's together and then press the recorder's PLAY button followed by any key. The program will run automatically when loaded.

NOVA

AGH! What a headache! Where on earth am I? Assuming I am on Earth. Oh I feel awful. I wish this string of figures buzzing through my mind made sense. I can't help thinking something is wrong. I was working on a circuit board . . . I think. Cyborgs! I remember Cyborgs! How come I'm still alive? Why is everything outside in Stasis . . . and what is Stasis anyway? The sun's a bit bright today, I've got an awful headache and I feel . . . THE SUN! it's going NOVA! It's up to me to rescue the world!?

Where do I start? Kill the Cyborgs to begin with . . . go to the moon? Yes! To the Moon! Kill some more Cyborgs! . . . what then? Get the hell out of here! A new beginning! A fresh start around a new star! And I'll get rid of those Cyborgs once and for all! . . . where are those aspirin?

Additional Information

For millions of years the Sun has shone on the Earth, bringing life to

the planet, but now that has all changed! In a few short years all that will be left of the Solar System are dying embers, the last remnants of the Sun gone Nova!

For some time now preparations have been made to find a new home amongst the stars. Huge shuttles have taken Earth's billions to the Moon where in cryogenesis they will sleep away the thousand years it will take to travel to our new home. The wildlife of our planet is being transported in huge sections of the earth's crust, launched into space on huge gravitronic boosters. The Earth's core will be towed behind the moon using Tractor beams, protected by Stasis, all joining together in a thousand years!

All was going smoothly until the Cyborgs arrived! During the Dark Millenium experiments were carried out to try to increase the life span of humankind by replacing human parts with biometal constructs. The result was a paranoic fabrication deadly to humankind. They were banished to the moons of Saturn but escaped and are now wreaking havoc, wiping out humans whenever they can.

As chief engineer of the Exodus you were overseeing the final evacuation of Earth when a vicious attack occurred. Although suffering from concussion you have to take a vital control circuit board to the Moon. You will need a potent weapon as Cyborgs infest the Moon. Once there you must exterminate both the active Cyborgs and the ones in Cryogenesis, a bomb is the only solution to the second problem. Once the Cyborgs have been exterminated you must connect the circuit board to the main computer in the Control room thus initiating Stellar Launch countdown. At this time it is advisable to enter cryogenesis. A Cryodisc, encoded with your genetic structure, must be used in order to survive the long journey to your new home.

HAUNTED HOUSE

In this game, you take the role of an old tired tramp looking for a place to spend the night. You come across a decrepit, empty looking house and decide to kip down for the night. However, as you enter, the front door slams closed behind you. You try to open the door but it is shut fast. You begin to get a bit spooked by this and decide to find another way out. This is the object of the game.



NOVA

and

**Haunted
House**

AMSTRAD CPC

DOUBLE GOLD GRAPHIC ADVENTURES

NOVA. Nova is a Techno Graphic Adventure set in a wrecked space station. Can you annihilate the cyborgs or even activate any of the mysterious alien equipment?

Programmed by Jem Wyer.

Cover by Jem Wyer.

Together with another great adventure:-

HAUNTED HOUSE by Jason Twigg.

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PRODUCED BY IAN ANDREW