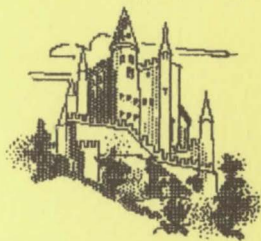


THE ADVENTURE WORKSHOP



presents

HOUSE OUT of TOWN

by

SIMON AVERY
SPECTRUM 48K

HOUSE OUT OF TOWN

Designed and Written by Simon Avery

Being a solicitor is not without its problems, one of the most difficult tasks to befall you in your profession is the organising of wills.

In HOUSE OUT OF TOWN, you play Mr Parker, quite experienced in your trade, who has been asked to sort out the last will and testament of a Mr Dickens. The only problem is the whereabouts of the will, rumour has it that it is hidden in the late Mr Dickens' house that lies out of town.

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

HOUSE OUT OF TOWN

The Adventure Workshop

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Lancashire