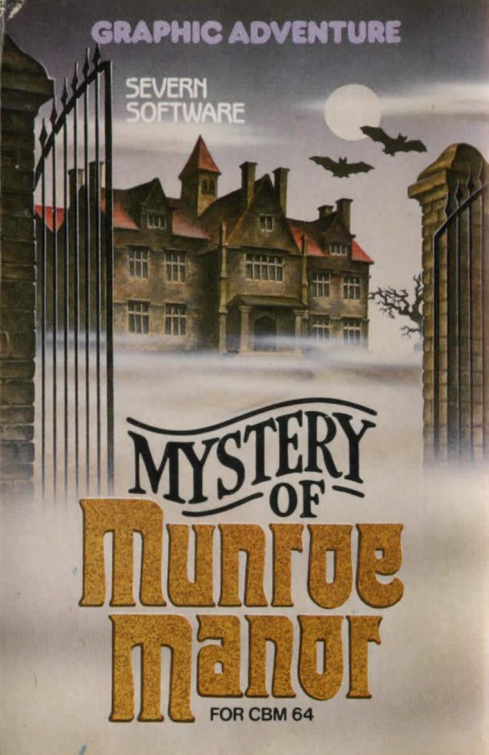# GRAPHIC ADVENTURE

SEVERN
SOFTWARE

MYSTERY
OF
Munroe Manor

FOR CBM 64

Mystery of Munroe Manor for the CBM64

This is a full graphic adventure containing 70 different screens displaying each location or action during the game. There is a game save routine to allow pauses during play.

The Setting

You stand on the misty moors outside the gates to Munroe Manor. Old man Bastow has disappeared but reports persist of his wealth hidden somewhere in the Manor . . . .

The baying of hounds from behind the walls brings to mind tales of wandering ghosts and hidden traps.

You, our intrepid friend, are about to attempt to solve this mystery . . . . and live!

Loading

To load the game hold down SHIFT and RUN/STOP. The screen will go blank. When you see FOUND MYSTERY OF MUNROE MANOR press the Commodore logo key. The screen will again go blank. The program will automatically load and run.

Our Software Range

Ask for our growing software range at your local computer shops or send an S.A.E. for full list.

How to Play

In adventures, you instruct the computer with two word English commands, consisting of a verb and a noun. Your computer will respond as appropriate.

Your aim is to solve the puzzles and mysteries within this adventure by taking note of all occurrences and using your logic. If there is no response to a word, try another.

It will be helpful to take note of any clues and make a map as you explore. Keep pen and paper handy!

Some commands to remember are:

LOOK – To examine objects at the site.
GO – To travel from site to site.
GET – To pick up item to use.
DROP – To drop an item.
I – To list items you are carrying.
G – To list all exits from each site.
SAVE – To save game to tape.
QUIT – To end the frustration.

Discovery of other words that apply is left up to your logic.

MYSTERY OF Munroe Manor

FOR CBM 64