

WYCHWOOD

You have served your six months' sentence for burglary and now you hope to benefit from what you have learned.

Old Jones was a good mate to you. Mind you, Jonesy doesn't realise how much information was given away whilst asleep. Sleep talking is a fairly common occurence I suppose.

The sly old devil. Pulled off a bank robbery three years ago did old Jonesy. The money was never recovered, of course. Jonesy saw to that. One and a half grand stashed away where nobody would find it. Nobody except you, that is. Poor old Jones was arrested in the village of Lower Ashley SANS LOOT. The robbery had been from one of the banks in Greater Mudchester, ten miles south.

Lying between the two, of course, is Wychwood. Good old Jonesy. Wychwood. From what you have heard while the old codger was giving it zeds the money is stashed away in the vicinity of Wychwood Manor. It could still take some finding of course but you know how old Jonesy thinks, don't you. When you get to Wychwood your instinct should help you. Six months isn't long enough to dull your senses.

This car was easy enough to nick, huh ?Don't care much for the colour but that is the least of your concerns.

Can't be much further now. Ah, there's the turning for Wychwood. I'll park the car here. This road is quite off the beaten track and anyway nobody should be snooping around at this time of morning. Not even seven yet.

Right, here goes

For help sheet please send S.A.E. to Larsoft, 4 Chantry Rd., Clifton, Bristol BS8 2 QD



If you have enjoyed playing this game you will most definitely be interested in

THE RISING OF SALANDRA

A two part adventure in which you find yourself pitted against the avil forces of the Dark Lord Salandra. If you can find three objects you can awaken the sleeping Thrull — a warrior whose exploits are legendary.

> Having awoken Thrull you move on to part two and a direct confrontation with the evil Salandra.

THE NINE DANCERS

You are a reporter on a local paper. Whilst researching a story on local tourist attractions you stumble on a world of fantasy ... or is it a fantasy ?Could those large stone slabs have once been people, and is that elder tree really watching over them ?

FOR FULL DETAILS WRITE TO LARSOFT

WYCHWOOD A text adventure TO LOAD GAME Type *RUN " " TO REDESCRIBE CURRENT LOCATION Type " L " MOVEMENT Movement through the game is usually effected by "N", "S", "E", "W", "U", and "D" INVENTORY An inventory of your current possessions can be found by typing "I" COMMANDS Commands are entered in the usual verb-noun or verb format. TO SAVE GAME POSITION Type "Save". The current state of play can then be resumed by typing "Load"

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