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Mysterious Adventures

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TIME MACHINE

WHAT ARE MYSTERIOUS ADVENTURES?

MYSTERIOUS: (Adjective):- "Baffling, full of mystery, strange or unaccountable".

ADVENTURE: (Noun):- "An enterprise full of risk or danger, an experience of unforeseen events endangering the participants life, a gamble on failure or success".

To start play on a MYSTERIOUS ADVENTURE is to take a step out of the world of reality and into the world of dreams. Your computer is your guide on these fantastic journeys in time and space where danger is ever present and solutions to problems seldom come easy.

By typing in simple commands in plain english you can "talk" to your computerised guide and tell it what your next actions are to be.

MYSTERIOUS ADVENTURES bring a frightening reality to the surreal situations in which you will find yourself. You will become involved in these strange worlds of the imagination, you will feel anger when things seem to be moving against you, you will feel elated when you overcome obstacles that are set in your way. Eventually you will feel overjoyed as you reach the climax of your mission and success is yours.

Any MYSTERIOUS ADVENTURE is not a mission to be taken lightly, success will never be instant - just as Rome was not built in a day, so each Adventure can rarely be completed in one session. To this end a "SAVE GAME" feature has been incorporated in each of the Adventures. This means that at any given time during play of an Adventure, you can store on tape your precise whereabouts, your equipment carried, and any other pertinent details about your present status.

SYNOPSIS

In this adventure, you take the part of a newspaper reporter. You have been sent by your Editor to interview a Doctor Potter, an eccentric scientist who has recently been causing much anxiety amongst nearby villagers who have observed many strange characters entering and leaving Dr. Potter's old house on the moor. In your haste to find this house, you venture on to the moors late at night, only to be enveloped in a thick fog! You will find later on that until all three glass prisms have been obtained and inserted into the empty sockets in the Time Machine, travel in it will have unpredictable results!

This Programme runs on a VIC20 Microcomputer with either 8K or 16K extra ram.
Load "Timach".

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OTHER ADVENTURES AVAILABLE

Golden Baton

Arrow of Death Part 1

Arrow of Death Part 2

More soon!!



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