

DEAR ADVENTURER

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HINT AND SOLUTION BOOK

Our hint book provides additional clues to help you out of some of those sticky spots you've gotten into, while still letting you solve the Adventure yourself. So if you can't seem to get out of the bog or locate the pharaoh's heart, then you've come to the right place for help! This expanded edition includes hints for all 14 Adventures, and a special section on the making of Adventure maps. £2.99

SKILL KEY

- BEGINNER:** Ideal for younger players or first-time Adventurers. Minimum problem-solving skills required. Average completion time: 5 hours or more.
- MODERATE:** Some Adventuring experience needed. Moderate problem-solving skills required. Average completion time: 7 hours or more.
- ADVANCED:** Recommended for experienced players. Advanced problem-solving skills required. Completion time varies substantially with experience.

Scott Adams Adventures

THE ADVENTURES

- #1 ADVENTURELAND** — Wander through an enchanted realm and try to uncover the 13 lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. This is the Adams Classic that started it all! Difficulty Level: Moderate
- #2 PIRATE ADVENTURE** — Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal — recovering the lost treasures of Long John Silver. Difficulty Level: Beginner
- #3 ADVENTURE #3** — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time or else the world's first automated nuclear reactor is doomed! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Advanced
- #4 VOODOO CASTLE** — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he really down for the Count?! Difficulty Level: Moderate
- #5 THE COUNT** — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Difficulty Level: Moderate
- #6 STRANGE ODYSSEY** — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Prepare yourself for the incredible! Difficulty Level: Moderate
- #7 THE MYSTERY FUN HOUSE** — As Adventure #7 begins, you find yourself hopelessly lost in the middle of a carnival fun

- house. While escape may elude you, one thing is very clear — you're NOT here to have a good time! Difficulty Level: Moderate
- #8 PYRAMID OF DOOM** — This is an Adventure that will transport you to a dangerous land of crumbling ruins and trackless desert wastes into the PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — IF you can find the way. Difficulty Level: Moderate
- #9 GHOST TOWN** — You must explore a once-thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! Includes a special bonus scoring system too! Difficulty Level: Advanced
- #10 SAVAGE ISLAND PART I** — A small island holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure. (The story continues in SAVAGE ISLAND PART 2, ADVENTURE #11.) NOTE: This one's a toughie — for experienced Adventurers only! Difficulty Level: Advanced
- #11 SAVAGE ISLAND PART II** — The suspense begun in Adventure #10 now comes to an incredible conclusion with SAVAGE ISLAND PART II! This Adventure requires you to have successfully finished #10, wherein you were given the secret password to begin this final half. NOTE: For experienced Adventurers only! Difficulty Level: Advanced
- #12 GOLDEN VOYAGE** — The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! This one is for experienced Adventurers only! Difficulty Level: Advanced
- #13 SCORCERER OF CLAYMORGUE CASTLE** — New! See page 8.

MYSTERIOUS ADVENTURES

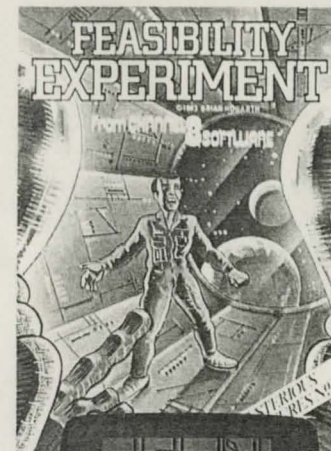
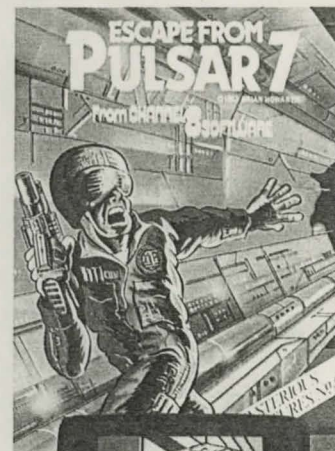
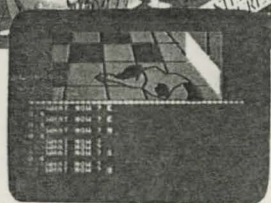
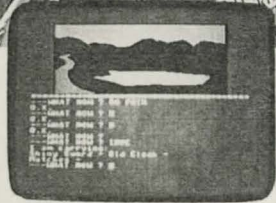
Mysterious Adventures

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The series of Mysterious Adventures are acclaimed worldwide and are available from us for the following machines:

- ATARI 400 & 600XL (16k Cassette Text Only);
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- COMMODORE 64 (Disc with Graphics) Early 1984;
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- DRAGON 64 (Cassette with Graphics) Spring 1984.

For those adventurers who need a little help, hint sheets are available from your local dealer or direct from us. Please enclose a stamped addressed envelope.

THE GOLDEN BATON

Your mission is to recover the Golden Baton, a priceless artifact that holds within it a kind of life force that maintains the equilibrium between good and evil. Stolen from the Palace of King Ferrenuil, the kingdom is already beginning to feel the effects of drought and pestilence.

ARROW OF DEATH PART 1

Although restored to its rightful place in the throne room over 5 years ago the Golden Baton which usually shines brighter than normal gold has suddenly become tarnished, at the same time gloom and despair settles over the whole kingdom. Find the source of this evil influence before it is too late.

ARROW OF DEATH PART 2

Having successfully completed Arrow of Death Part 1, you now have the

components to make a magical arrow with which you will be able to destroy Zerdon, the evil accomplice of the Wizard Akyrz, the real mastermind behind the evil that has befallen the Golden Baton.

ESCAPE FROM PULSAR 7

As last surviving crew member of this ill fated space freighter you must somehow manage to make your escape in the frail shuttle craft without being eaten by the mutant monster now roaming free.

FEASIBILITY EXPERIMENT

A human guinea-pig for a race of super intelligent beings that have no bodily form. Plucked from your bed in order to satisfy their craving for life force that will sustain them. A warrior that can live up to the image of Alexander the Great.

THE TIME MACHINE

Trapped in a thick fog on the moors whilst searching for the house of Dr. Potter, you begin to wonder just what sort of a story will unfold for your newspaper about the strange goings on that have been witnessed at this home... that's if you ever find it.

CIRCUS

What appears to be a circus in full swing from the distance suddenly becomes as silent as the grave as you open the gate into the field. Never the less you must find some petrol for your car, so here goes...

THE WIZARD AKYRZ

Twice defeated by a mere mortal it has taken the evil wizard some time to recover his powers. Now he forms a new plan to trap and utterly destroy the earthly being that dares to thwart him.

PERSEUS AND ANDROMEDA

Take on the role of Perseus, son of Zeus and Danae. Bring back the head of Medusa the gorgan whose very glance can turn a man to stone. Otherwise King Polydectes will have his wicked way.

TEN LITTLE INDIANS

A train journey begins your quest for the golden idol left by Major Johnston-Smythe when he died. Other treasure hunters have tried before you, most of them have never been seen again...

WAXWORKS

A nightmare comes true, you must find your way out of the wax works factory in which all the exhibits mysteriously come alive.

