

## Walter Cobra and the Quest for the **Golden Dragon**

You are Walter Cobra, a clever but absent-minded young lad who spends many hours indulging in two favourite hobbies: exploring. and inventing. One day, to your surprise, you stumble across a faded old map which indicates the route to a buried object marked as "The Golden Dragon". You recognise the starting-point on the map as being a wishing-well located a couple of miles away from your home. Full of anticipation, you decide to begin your quest the following day.

The next day, as the sun is rising you excitedly get out of bed, pack your rucksack with a few provisions, and then don your jet-boots an astounding invention which enables you to fly for short periods of time. You amble over towards the wishing-well and slowly climb down the walls of the well. It's quite deep, but finally you reach the bottom. You then suddenly realise that you have left behind a very important item: the map.

You decide to press on regardless. You remember some of the places shown on the map: "The Music Room", "The Joke Shop", "The Chapel"; but, bearing in mind the size of the map, this quest will surely be the greatest challenge of your life!

Nearly 100 Screens full of Tantalising Puzzles and Curious Adversaries



The Quest is under way









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