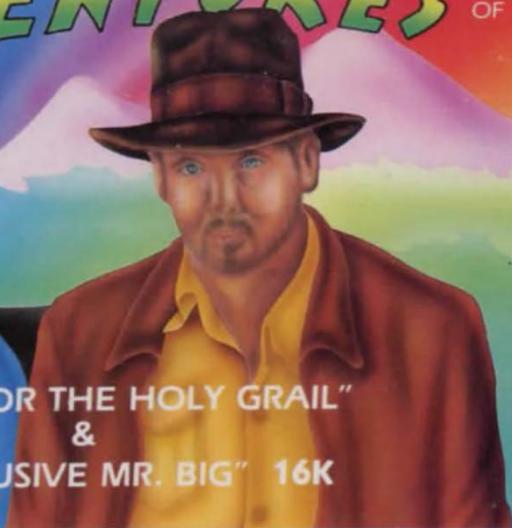


\*\*\*DOUBLE FEATURE\*\*\*

# THE ADVENTURES OF



"QUEST FOR THE HOLY GRAIL"  
&  
"THE ELUSIVE MR. BIG" 16K

## WELCOME TO THE ADVENTURES OF QUEST FOR THE HOLY GRAIL AND THE ELUSIVE MR. BIG 16K

This "Double Feature" contains two distinctly different adventure programs. Like the traditional adventure programs that were originally created for large computers, these adventures will provide you with hours of challenging and thought-provoking entertainment.

You play the role of the leading character in the adventures - a hardbitten detective in "The Elusive Mr. Big" and a daredevil archeology professor in "Quest for the Holy Grail". You tell the computer where you want to go and what you want to do to solve the mysteries.

As an extra added feature, these adventures were designed to go a step further than the traditional adventures. Each time you play, they will be different - the clues, the criminal, the solutions are all randomly generated and will change every time you play.

To play these adventures, you enter two word commands such as:

**Go** (NORTH, SOUTH, EAST, WEST, UP, DOWN).

**GET** (OBJECT) no more than four can be carried at once. **USE** (OBJECT)

**DROP** (OBJECT) **QUERY** (PERSON) to get clues.

**HELP** displays a list of valid commands. **LIST** displays objects you are carrying.

In "The Elusive Mr. Big" you can also use:

**SEARCH** (NORTH, EAST, SOUTH, WEST) to look for the criminal.

**STUDY** (OBJECT) for clues.

### USE FORCE TO subdue the criminal.

At the beginning of the game you choose a time limit (30-120 minutes for "Mr. Big" and 60-180 minutes for "Holy Grail"). Each turn represents one minute and each time you move represents two minutes.

**QUEST FOR THE HOLY GRAIL** (recorded twice on one side, LOAD "QUEST" or LOAD" "). Crawling from the cockpit of the sputtering hydroplane, you hear a familiar voice.

"So professor, you have finally found the island where the Holy Grail is hidden."

Towering above you with his entourage of hungry looking natives was Monsieur Le Mechant, the devious Nazi sympathizer who has been dogging your trail for years. Behind him you can see the smoking volcano more ominous down here in the jungle than from the air.

"You may think you can find the Grail", Le Mechant continued, "but time has run out, my professor friend. That volcano is going to erupt momentarily and I'm afraid I must take my leave. Sorry there's no more room on board professor but..." He looked darkly at Suzanne "...you, my lovely flower, would be welcome aboard. We'll leave immediately."

Suzanne picked up what was left of the supplies.

"Take a hike, creep", she spat. "Come on, professor, let's find this damn grail and get the hell outa here!"

Teaching Archeology is OK for most professors but you need to live it.

So in this adventure you've picked up your old girlfriend in Katmandu, (for a little romantic interest), flown to a desolate volcanic island somewhere in the Pacific and succeeded in landing a few hours before the volcano is about to blow.

Roughly, one-third of the surface locations are described as lush jungle; the remaining locations are one of 20 different sites (such as river, valley, waterfall, missionary village). Only at a cove, native temple or volcanic crater can you descend into the underground passageways or emerge from them onto the surface. If injured, a visit to the missionary village will restore your health.

Finally, certain locations present a greater chance of encountering certain hazards (for example - you are very likely to be attacked by an ape in an ape den).

The game ends when you have successfully retrieved the Holy Grail, when time has run out and the volcano erupts or when you die from your injuries.

**THE ELUSIVE MR. BIG** (recorded twice on side two. LOAD "DETECTIVE" or LOAD" ").

The phone rang "Hello, Detective Age..." "Who is this..." It was a dame.

"Never mind that—there's no time so shut up and listen, please! Mr. Big just floated into town and if you want to catch him you better hurry up and start lookin'!

Now, if I was you, I'd look in the..."

There was a muffled scream and the line went dead. "How come", you wondered as you donned your wide brimmed hat and tucked your trusty snub-nosed .38 into its holster, "that they always manage to knock off the dame just before she tells you where to find the criminal."

As a hardbitten, fleabitten detective in the tradition of Spade, Marlowe and Tracy, you head out to search the city for the dangerous "Mr. B.", questioning people and sifting through clues. When you find him you'll probably have to use force to subdue him and since he's very dangerous, you could be killed or seriously wounded.

Be careful - it's a tough town and Mr. Big is even tougher.

You win if you can successfully capture Mr. Big in combat before dying of inflicted wounds (which can be treated at various locations like a hospital) or before running out of the allotted time limit.

Want some hints? Send \$1.00 and a self-addressed envelope to HINTS c/o SOFTSYNC 14 East 34th Street, New York, N.Y. 10016.