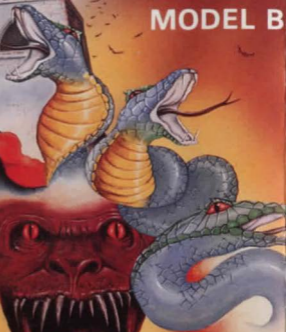


HOLY HORRORS

B.B.C.
MODEL B



ROMIK



To load 'HOLY HORRORS' type CHAIN "" and then press RETURN.

The Mystery

From the moment you took on the case you knew that something was wrong. Good grief, a golden goblet? A haunted chapel that refused to allow Mass to be said until it's treasures were returned? A village whose inhabitants were strangely reticent, as if unwilling or afraid to help you?

But someone had to solve the mystery, I suppose. And with your experience as a detective you were the obvious choice. A shrewd and inquisitive eye, however, is no protection against the Supernatural, and things in the village are beginning to assume a decidedly menacing appearance. The darker it gets, the more you begin to wish you could just return the goblet and get away. But finding the goblet is going to be the most dangerous problem of all . . .

This complex and enthralling adventure accepts most of the usual adventure vocabulary and abbreviations, as well as some helpful functions of its own which are fully explained on-screen.

HAVE YOU SEEN ALL THE OTHER ROMIK GAMES FOR THE BBC/ELECTRON?

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HOLY HORRORS

Created by
CLIVE
WEBSTER
BBC Model
B



G4006

Not just a detective-story that will take you weeks to unravel. Not just a graphic adventure with on-screen secrets of it's own. Not just a village-full of gruesome creatures and events. 'Holy Horrors' is the beginning of real sleepless nights for the BBC games-player. Romik Software Limited, 272 Argyll Avenue, Slough, Berks. England.