

WoW Software
presents

HOUNDS
OF
HELL

A TEXT ADVENTURE

by

PETER CLARK



WITCH OF WESSEX

HOUNDS OF HELL

A Text Adventure by Peter Clark

Playtested by Joan Pancott and Lorna Paterson
Many thanks for all their hard work.

To Set the Scene.

You are Jack Williams, Crime Reporter on the Daily News, one of the more popular tabloid newspapers. Page Three carries the political news of the day but still sells more copies than some newspapers that use the same page for quite different purposes.

For more than six months now the main news from the West of England has been the series of disappearances of a number of locals and visitors in the Dartmoor area. As a General Election is approaching the paper is full of political stories and so less coverage has been given to these disappearances than might have been expected.

You have been Crime Reporter for the Daily News now for several years, the Editor values your opinion and so when you suggest that the story should be investigated on the ground, he agrees.

Some of the fiction centred around Black Magic that you have read in the past has raised a nagging suspicion in your mind that these disappearances could be connected with some sort of evil ritual.

You drive westwards out of London for some hours. The scenery changes from the bricks and concrete of suburbia to gentle hills and green countryside but as dusk falls, mist and fog close in. Just as you begin to worry whether you will have to sleep in your car for the night, you arrive outside a rather forbidding looking hotel.

You book into the hotel but not without some slight misgivings on what lies ahead. You hope you will enjoy it. You might however lose your life!

Whatever happens - life will never be the same again!