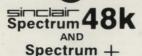


"The Deeds Of Glengarry Hall" "The Ashes Of Alucard"

Spectrum 48k







INTRODUCING

THE FIRST CHALLENGE: THE DEEDS OF GLENGARRY HALL

A small tavern, excellent game broth and potent ale. A young man with a personal problem needs help. Load **SIDE 1** to find out why.

THE SECOND CHALLENGE: THE ASHES OF ALUCARD

The curious sound of silence and a familiar yet disturbing aroma instills caution. Cuneiform writing mysteriously appears. Load **SIDE 2**, for a merciless challenge. GOOD LUCK.

- * One superb graphic adventure
- * One intricate text adventure
- * Many verb/noun command combinations
- * Save facility
- * Digital watch competition

Remember: A TV set creates interference which may stop the program loading properly. Ensure your cassette unit is clean and is as far away from the TV as possible.

If you have a microdrive ensure it is disconnected.

If you have any problems obtaining Terminal products please write to: Terminal Software, 353, Bury Old Road, Prestwich, M25 5AW, England.

COMPETITION INFORMATION

Win a Terminal Merlock Digital Watch. Collect all four cassettes in the series. Complete all eight challenges and list the changes of colour of the sceptre in order and send the list together with the four competition tokens Nos 1, 2, 3 & 4 and we will send you a digital watch free of charge.

Offer subject to availability - So hurry.



2 ADVENTURES FOR THE

Spectrum 48k

MERLOCK'S PILGRIMAGE

During Merlock's early adulthood he was initiated into the ancient rites of the Medes. After many years of Medean mental development he became the Keeper of the Medean Time Sceptre. As the Keeper of the Sceptre, he must complete eight challenges successfully. Merlock will then possess the power to unlock the gates of the Forbidden Temple.

IMPORTANT: On the successful completion of each challenge, the colour of the rays eminating from the Time Sceptre will change. The sequence of the changing colours must be remembered!

LOADING INSTRUCTIONS Ensure the tape is rewound to start. Type in LOAD "" and then press the ENTER KEY. Your Spectrum will then automatically load and run the program.

OPERATING INSTRUCTIONS Many VERB/NOUN combinations are possible e.g. GO NORTH, EAT SANDWICHES, INVENTORY etc. Try different combinations as you progress. The adventure may be saved at any time by entering **SAVE** as a command. Place a blank cassette in your tape unit and save the program as normal. To re-load type **LOAD** as a command. The graphics can be switched on or off by typing **GRAPHICS** as a command (Side 1).



TWO ADVENTURES IN A SERIES OF EIGHT FULL INSTRUCTIONS ON REVERSE COVER

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