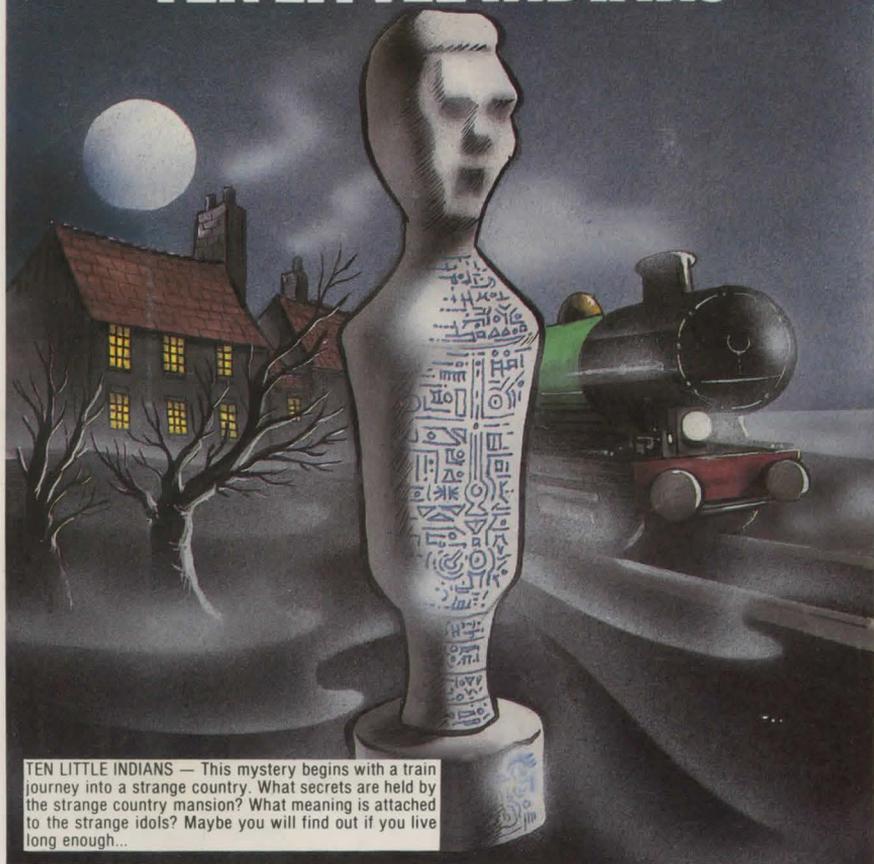


Mysterious  
**Adventure**  
By Brian Howarth

# TEN LITTLE INDIANS



**TEN LITTLE INDIANS** — This mystery begins with a train journey into a strange country. What secrets are held by the strange country mansion? What meaning is attached to the strange idols? Maybe you will find out if you live long enough...

# TEN LITTLE INDIANS®

The Train clatters along the lines relentlessly, you stare out of the window at the seemingly endless countryside rolling by. Soon you will reach your destination and then you will receive the opportunity to bring into play your famous investigative talents. For a moment you wonder whether or not you have the talent that will be needed on this case - ever since the national press released news of the fantastic fortune to be discovered at the old Mansion of Major Johnston-Smythe, treasure hunters have tried their luck, most of them have never been heard of again.

As the Train begins to slow down you prepare yourself for what is ahead by mentally recapping all the information you have gathered so far about the famous treasures:-

The Major was a cunning old fox, in order to make it virtually impossible for anyone to inherit his fortune, he had put all his money into Gold, cast into the form of a Figurine or Idol. He then hid this away and told no-one of it's whereabouts. Further to this he commissioned Ten more Figurines to be made of various materials and, although worthless in themselves, they were for some reason absolutely essential in order to obtain the main prize. Shortly after this, the Major died and his jealous Nephew made public the information he had obtained about the Major's activities.

The Train finally stops, now your task begins in earnest. Can you succeed where so many others have failed, or will death be your only prize?.....

## Other great games in the Range include:-

1. THE GOLDEN BATON — Venture into a strange province of Sorcery and Evil Magic to recover the Golden Baton, a priceless artifact whose powers are said to bring great Health and Prosperity to the Land.
2. THE TIME MACHINE — As a Newspaper reporter you are sent to investigate the eccentric professor who lives in the old house on the Moors. What is his secret and why is his house now deserted?
3. ARROW OF DEATH (Pt. 1) — A blight has fallen on your homelands, the Baton has become tarnished and now radiates a malevolent aura of Evil. Your mission is clear-trace the source of this Evil and destroy... or be destroyed. This is the first part of an Epic Adventure although each part can be played as a stand alone scenario.
4. ARROW OF DEATH (Pt. 2) — You now have the means to destroy your enemy... but you are far from home and this land is strange to you. Can you cope with the deadly perils which approach you and have you the strength to see your mission through to the final conflict?
5. ESCAPE FROM PULSAR 7 — Alone on a gigantic Space-Freighter... The rest of your crew have died horribly at the hands of a mutated Zoo-Specimen. Your only chance of escape is to reach the Frail Shuttlecraft. But the lurking Monster is hungry and you are the only food it has left.
6. CIRCUS — Your car has run out of Petrol on a lonely road miles from habitation. As you trudge reluctantly down the road in search of help you are suddenly confronted by an amazing sight... in a nearby field is a Huge Circus tent! But this is no ordinary Circus as you will soon discover...
7. FEASIBILITY EXPERIMENT — Far across the gulfs of time and space, a dying race of super-intelligent beings search the Universe for a Hero to save their existence... At length their thoughts turn to planet Earth. You are chosen to be their saviour in a bizarre scenario where death is a mere thought away.
8. THE WIZARD AKYRZ — You are in the Royal Palace. The King beseeches you to rescue his daughter from the evil wizard. If you succeed your reward will be priceless... failure will bring certain death.
9. PERSEUS AND ANDROMEDA — Travel into the realms of ancient mythology. Battle with grotesque monsters and super-natural powers as you search for the hidden secret of myth and legend.