

Mysterious
Adventure
By Brian Howarth

THE TIME MACHINE



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?

THE TIME MACHINE[®]

As a Local News Reporter for the Tulkington & Dunsby Gazette, your work could hardly be described as "exhilarating". Your reporting highlight of the last few years was when the Mayor's Cat got itself trapped on the Town Hall roof and local Firemen had to spend four embarrassing hours endeavouring to rescue it. Since that day, total boredom has set in with virtually no stories worth a mention cropping up at all.

It is with great enthusiasm then, that you set off on this new assignment to investigate the strange goings on around the old house on the Moors...

The first stop on your assignment was the Wentworth's house, these being the people who first expressed concern about the strange events. From the Wentworths you have discovered that the house on the Moors was recently purchased by a Dr. Potter, an eccentric scientist who kept himself completely to himself and rarely spoke to anybody. The Wentworth's concern was caused by the occasional "strange lights" emanating from the house and "weird noises". On one occasion the Wentworths thought that they saw a figure walking around the house wearing a Suit of Armour although they did admit that it was rather foggy that night and they had been to a party.

You are now on the Moors searching for the old house without much success. A thick Fog has enveloped the Moors and darkness has fallen. Although still enthusiastic, you have been walking around in circles for two hours now and you are starting to become a little worried.....

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.
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.
10. 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...