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# Mysterious Adventures

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# ARROW OF DEATH PART 1

## WHAT ARE MYSTERIOUS ADVENTURES?

**MYSTERIOUS:** (Adjective):- "Baffling, full of mystery, strange or unaccountable".

**ADVENTURE:** (Noun):- "An enterprise full of risk or danger, an experience of unforeseen events endangering the participants life, a gamble on failure or success".

To start play on a MYSTERIOUS ADVENTURE is to take a step out of the world of reality and into the world of dreams. Your computer is your guide on these fantastic journeys in time and space where danger is ever present and solutions to problems seldom come easy.

By typing in simple commands in plain english you can "talk" to your computerised guide and tell it what your next actions are to be.

MYSTERIOUS ADVENTURES bring a frightening reality to the surreal situations in which you will find yourself. You will become involved in these strange worlds of the imagination, you will feel anger when things seem to be moving against you, you will feel elated when you overcome obstacles that are set in your way. Eventually you will feel overjoyed as you reach the climax of your mission and success is yours.

Any MYSTERIOUS ADVENTURE is not a mission to be taken lightly, success will never be instant -just as Rome was not built in a day, so each Adventure can rarely be completed in one session. To this end a "SAVE GAME" feature has been incorporated in each of the Adventures. This means that at any given time during play of an Adventure, you can store on tape your precise whereabouts, your equipment carried, and any other pertinent details about your present status.

## SYNOPSIS

It is now five years since, against fearful odds, you regained possession of the Golden Baton of the ancient Elf Kingdom (Mysterious Adventure 1) and returned it to its rightful place in the throne room at the palace of Ferrenuil. Since that day you have been widely acclaimed as a great hero and a fearless warrior, your province has prospered, thanks to the power forged into the Baton by the long gone race of Elves. You have lived in quiet contentment, enjoying your life amongst the pleasant, honest folk of the local village. Things couldn't be better, or so it seemed until two months ago....

It started with a spell of appallingly bad weather. Once the rain started it dragged on and on until it seemed hard to remember what life was like before the rain. Young crops in the fields died and local farmers began to fear for their harvest as field after field became waterlogged and unworkable. Gloom and despair settled like dark clouds upon the hearts of the despondent farmers. A strange bitterness began to manifest itself in the people; fights between old friends were becoming alarmingly commonplace. An ill feeling was spreading like a cancer through souls that were once proud and honest.

The situation seems to be reaching a crisis point when you are visited by a personal messenger from the King. From him you learn of the evil transformation that has befallen the Golden Baton. Whereas before, the Baton had shone with a brilliance far surpassing that of ordinary gold, now it was dull and tarnished. Worse still was the feeling of evil that seemed to originate in the Baton itself. Anyone in the near vicinity was afflicted with an almost tangible feeling of hatred for living, growing things....

This Programme runs on a VIC20 Microcomputer with either 8K or 16K extra ram.  
Load "Arrow 1".

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### OTHER ADVENTURES AVAILABLE

**Golden Baton**  
**Time Machine**  
**Arrow of Death Part 2**  
More soon!!



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