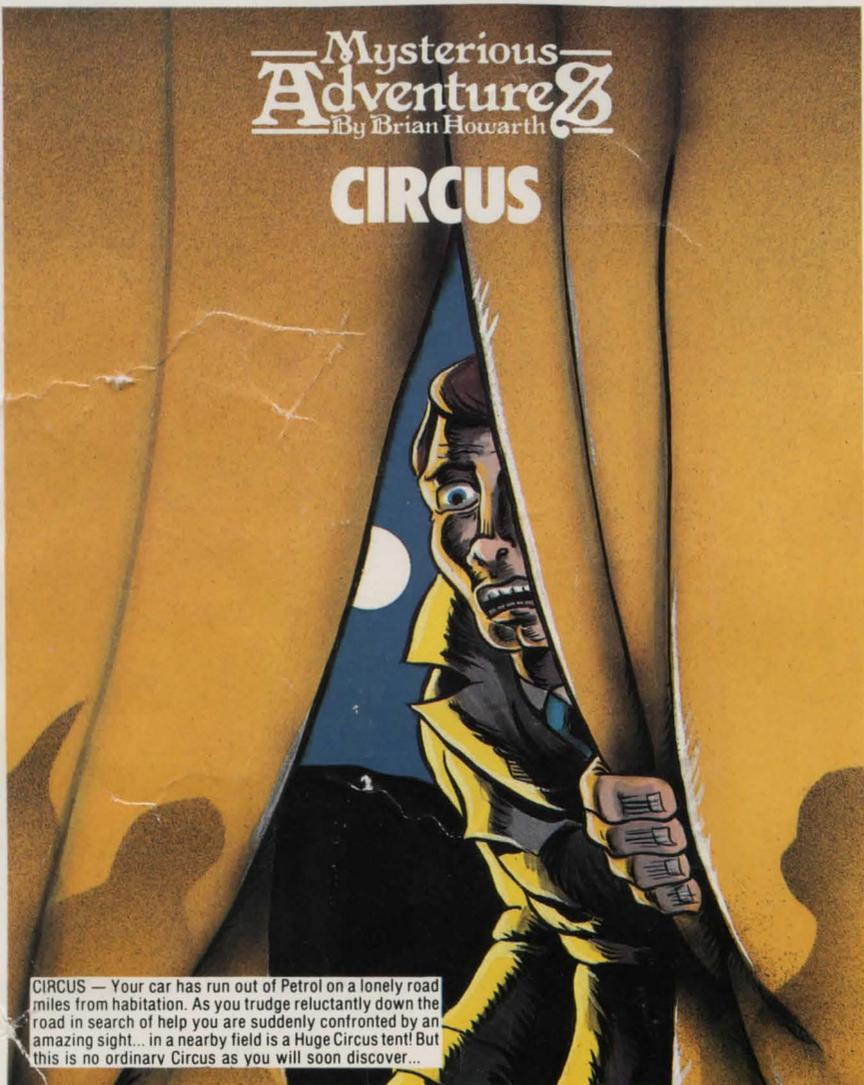


Mysterious  
**A**dventure  
By Brian Howarth

# CIRCUS



**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...

# CIRCUS®

Your car coughs and splutters briefly then grinds to a silent halt. You curse inwardly as you stare vainly at the petrol gauge. You have run out of petrol miles from anywhere, no petrol stations for miles around and it will soon be dark. Grimly, you lock up your car and take the petrol can from the boot. After a brief survey of the surrounding terrain you set forth in search of help, hoping to come across a remote farmhouse or village. Three miles further down the road your hopes of rescue are beginning to dwindle when you suddenly hear the faint sound of distant music coming from somewhere ahead. You step up your pace and head toward the sound, as you reach the brow of a shallow hill your eyes are met by an inexplicable sight...

About a mile away nestling in a small grassy valley you see a huge Circus tent. Wafting up the hill toward you come all the familiar sounds of Circus activity, bells clanging, children's laughter, a Brass band playing, lions roaring...

Eagerly you set off down the hill toward the strange spectacle, as you approach the huge tent you puzzle about why there should be a Circus held in the middle of nowhere and begin to look around for someone to ask about obtaining petrol.

You reach the outer fence of the Circus grounds and open the gate... Suddenly all sound is cut off as if by the blade of some gigantic knife. In a split second this whole scene is transformed from one of bustling activity to the silence of a graveyard. Bewildered by this unearthly transformation you tread fearfully toward the entrance of the now deserted Tent... Darkness is falling and this is going to be a long, long night.....

## 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.
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...