

Zenobi Software

AGATHA'S FOLLY

".... you have just become the proud owner of a country cottage, not that the cottage is anything to shout about, as it is not exactly very big and in the words of the estate agent was 'in need of some modernisation'. In fact the whole place was in a bit of a state. However there was nothing that could not be put right with some good honest sweat and the surrounding grounds more than made up for all the time and effort you would have to spend on the actual cottage. You were pleasantly surprised to find, that along with the cottage, you had also acquired a small lake, a semi-derelict mill and what could only be described as a 'folly'.

Having concluded the deal this morning, you have decided to spend the night in the confines of your new home just to get the feel of the place. Your furniture isn't due to arrive until tomorrow, because of a mis-understanding with the removal company, so you have brought one or two essentials with you, including an old camp-bed. Luckily enough you also purchased some furniture with the cottage when it was auctioned and tonight will also give you an opportunity to examine that in more detail.

Local gossip has it that the previous occupant just vanished without trace and you cannot help wondering what exactly did happen to them you love such 'mysteries' and with luck you might even find the time to try and unravel this particular one."

NOTES

To load this game simply type LOAD "" and press ENTER or else just use the normal TAPE LOADER option available on the start-up menu of the standard 128k.

Exits are displayed on screen, so just type in whichever direction you wish to choose e.g. East, West. Up or Down. Abbreviations will be acceptable.

This game will accept such complex commands as GET THE PEN THEN WRITE ON THE PAPER AND PUT IT IN THE ENVELOPE, so do not be afraid to link commands with either THEN or AND. However in most cases the normal VERB/NOUN input will suffice ... e.g. OPEN CHEST, GET HAMMER or EXAMINE TABLE.

This game will also recognise the GET ALL and DROP ALL type of command.

To save your position during a session of play, you may use either RAMSAVE or SAVE. The former saves a position to MEMORY, whilst the latter saves a more permanent copy to tape. Use RAMLOAD and LOAD to restore a game position.

TIPS

Some useful commands are VOCAB and HELP.

Examine every object to come across, even those merely mentioned in the location description, as you never know what you might find.

Clues to what exactly did happen to Agatha abound, but you will need to study things very carefully in order to solve the mystery of her disappearance

AS soon as you opened the door
of your new home....



WHY was the back door locked?



WAS it true what the neighbours
said.... about the previous owner?



HOW COME the cellar was in
complete darkness?



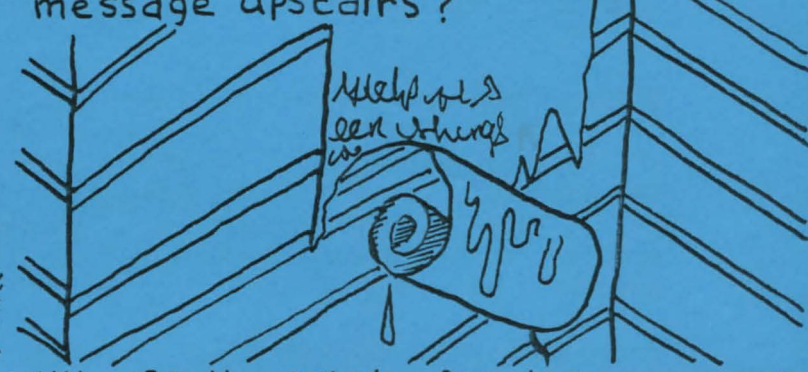
- EEEYYAAAAA HHH -



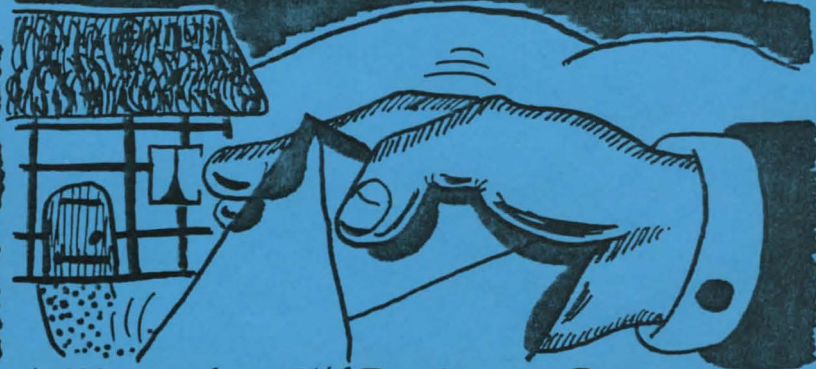
... you felt a little uneasy....



WHO had tried to scribble a
message upstairs?



WHY was the estate agent so nervous?



-WHAT WAS THAT NOISE?-



FIND THE SECRET OF
AGATHA'S FOLLY....



...BEFORE IT FINDS you!!