

# Mysterious Adventure



By Brian Howarth

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## MYSTERIOUS ADVENTURES

When the first Adventure program was written on a mainframe, little did the author know the furore which it would cause.

Since then, of course, there have been a great number of different versions, but only two series as such, one simply entitled "Adventure" and the other "Mysterious Adventure", written by Brian Howarth in England.

As this pamphlet goes to press, the Mysterious Adventures are seven in number and it is the purpose of this leaflet to give brief details of them. Their names are as follows:

The Golden Baton	Escape from Pulsar 7
Time Machine	Circus
Arrow of Death Part I	Feasibility Experiment
Arrow of Death Part II	

Future intended Adventures which will follow in mid and late 1982 are Perseus and Andromeda, Waxworks, The Ghost of Mars, Ten Little Indians, Beyond the Infinite, and After the Fire.

A short description of each existing Mysterious Adventure is as follows:-

### **The Golden Baton**

You have been sent by the ruler of your land to a strange province. Your mission is to discover the whereabouts of the legendary Golden Baton of Ferrenuil, King of the ancient Elf Kingdom. The Baton disappeared mysteriously several years ago. Others have ventured here but have never returned to tell their tale!

### **Time Machine**

In this adventure, you take the part of a newspaper reporter. You have been sent by your Editor to interview a Doctor Potter, an eccentric scientist who has recently been causing much anxiety amongst nearby villagers who have observed many strange characters entering and leaving Dr. Potter's old house on the moor. In your haste to find this house, you venture on to the moors late at night, only to be enveloped in a thick fog! You will find later on that until all three glass prisms have been obtained and inserted into the empty sockets in the Time Machine, travel in it will have unpredictable results!

## **Arrow of Death Part I**

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 ....

## **Arrow of Death Part II**

Having successfully completed Part I of Arrow of Death (this is not mandatory; both parts are self-supporting) you are now in possession of the component parts of an arrow. You will need the arrow in order to destroy Xerdon the Evil, the source of the ill which has befallen your homelands. You now find yourself on the fringe of Desolation Marsh with no clear idea about what to do next. Your main objective is to seek out the only man who is able to create a Magical Arrow from the parts you now possess. This man is Arnid, the royal fletcher. He has been kidnapped by the minions of Xerdon the Evil who have somehow learned of your intent. You must now set off in search of Arnid the fletcher. Danger lurks at every step, your only hope of survival on this quest is to rely on quick wits and cunning. Your mission must not fail ....

## Escape from Pulsar 7

You are alone .... or almost alone on the space freighter "Pulsar 7". As you sit in the relative safety of the social room, your thoughts drift unwillingly back to the day two weeks ago when the nightmare began ....

It started out as a routine mission, an exploratory flight into the outer regions of the Xanotar system. The purpose of the mission was, as always, to deliver the precious ore Redennium to minor planetoids whose civilisations had evolved beyond primitive nuclear power and were seeking out new methods of energy transference from common elements found on their home planets. Redennium was rare in these far flung regions of the Xanotar system, consequently most governments of these planetoids were only too eager to accept samples of new elements, particularly Redennium whose energy transference characteristics were second to none.

After successfully trading the current load of Redennium and also receiving, as part payment for the consignment, a strange but interesting creature for the intergalactic zoo on your home planet, you and your crew set course for home. Initially the trip is uneventful except for a minor disturbance when the creature broke out of its cage and took to rolling about playfully in the remains of the Redennium ore left in the cargo hold.

After recapturing the creature and placing it back in its cage, the Pulsar 7 resumed its monotonous course for home. In the following days, however, the creature becomes restless and begins to grow at an astonishing rate. It was decided at this point that the creature was likely to become a danger to the crew and should, therefore, be sedated and placed into suspended animation for the remainder of the journey home.

The decision came too late .... the creature, now the size of a small horse, has ripped open its cage and savagely killed all of the remaining crew except yourself. Your only option now is to abandon the freighter and attempt to make your escape in the frail shuttle craft .... if you can avoid the deadly creature!.....

## Circus

As we do not have the program from the author as this booklet goes to press, details of **Circus** are sparse. Generally, the idea is that you are driving down a road in your car when you run out of petrol. By the side of the road is a large circus tent, and you approach it to see if you can find some fuel. You may begin to feel later on in the Adventure that this was a mistake, but once committed, you have no choice but to follow it through. A number of strange and mysterious experiences await you!

### **Feasibility Experiment**

As with the above program, we do not have the completed master program from the author, so details are limited in this description. This Adventure is somewhat different to the others, although contrary to the rather technical title it is in fact a true Adventure. It is perhaps more of a test of your ingenuity than your imagination. It takes place in an old mysterious house in which a lot of very strange and peculiar things will happen to you and you will have to decide what actions are feasible and which are not!

In summary, the Mysterious Adventures are without a doubt the leaders in their field. With the exception of the first two, lower case on the computer is supported, but a test is made for it so that the lower case modification is optional. In other words, it is not like some other Adventures that will come up as garbage if you do not have the modification.

Furthermore, with the American series it is possible to cheat to some extent, that is to say, one can go into memory with a monitor and at least read the English words that are allowed by the program. In the Mysterious Adventure series these words are encrypted in memory, so you will have an awful lot of trouble in trying to take a short cut!

All Mysterious Adventures are distributed solely by Molimerx Ltd. and their accredited distributors throughout the world. In the United Kingdom at press time, their price is £8.75 + V.A.T. on tape and £11.75 + V.A.T. on disk. Tip sheets are available at 50 pence each.

The Mysterious Adventure series will shortly be available for the TRS-80 Colour Computer and after that for the TRS-80 Model II. At the moment they are compatible with the TRS-80 Models I and III, the original Video Genie machine, the Genie I and the Genie II.



