

C64

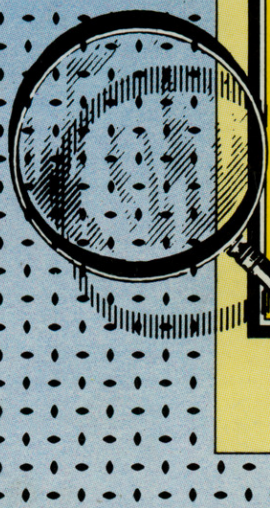


Melbourne
House



SHERLOCK

PHILIP MITCHELL



C64



Melbourne
House



Be the world's greatest sleuth — in the most advanced and challenging game ever. For the first time ever, an adventure game in which you can talk with intelligent characters, ask them questions and argue with their conclusions — all in everyday English sentences.

Work against time to solve the mystery as you travel about Victorian England. Villains, suspects and witnesses all live out their lives in a realistic manner, and you can never be sure of who or what you will find anywhere. You must be alert because nobody is above suspicion.

In 'Sherlock', the world of the famous private detective comes vividly to life. Time passes naturally; day turns to night, racing towards the inescapable deadline. You must ensure Sherlock has sufficient time for sleep, money to travel on public transport and other necessities. And you can rely on Dr. Watson to help you collate information, or gather clues.

'Sherlock' makes the maximum use possible of the Commodore 64 and is the result of 15 months' work by a team led by programmer Philip Mitchell, the author of 'The Hobbit'. The text and graphics of 'Sherlock' makes it the most exciting and sophisticated adventure game yet devised.

Study the clues, question the suspects, make the deductions — and match your wits against the most dastardly criminals in history.

Melbourne House makes the choice of your next computer adventure elementary.



Classification: **Adventure**

*Includes **Graphics, Sound,**
English language input
Animation of characters

Level: Advanced Adventure

Average completion time:

Several months

Written in 100% machine
language

Loading time: Less than 3 minutes.

pavlova



Melbourne
House
Publishers

ISBN 0-86161-565-4



9 780861 615650