THE USURPER™ THE MINES OF QYNTARR

Adventure Games

There's a magical quality about some books that make them especially entertaining and unforgettable. Books like Huckleberry Finn, Treasure Island and The Wizard of Oz.

You'll find that literary quality in Sir-tech's new text adventure, THE MINES OF QYNTARR, a sophisticated electronic novel that takes you into a bizarre underground realm where nearly anything can—and does—happen.

THE MINES OF QYNTARR is easy to enjoy, but difficult to solve quickly. Logic and common sense will help you on your way. You'll have to keep track of your progress and learn from your mistakes. Watch for subtle hints, literary allusions and puns. Dozens of puzzles wait to be solved. Hundreds of decisions have to be made.

In the Sir-tech tradition, THE MINES OF QYNTARR is huge and packed with detail. The game understands countless words, follows long commands (even sentences) and accepts more than one command at a time. There are thousands of correct

routes to victory with "lodes" of fun along the way.

One surprise leads to another in THE MINES OF QYNTARR. You'll find rich, humorous text descriptions, a great diversity of places and events, and some very unusual objects that could come in real handy.

THE MINES OF QYNTARR is an extravagant, imaginative journey into an offbeat world that will test your wits and tickle your fancy. It's Book Three of the six-part USURPER Saga. So why did we release it first? Ah-h . . . that's the first riddle.

Works on the Apple II Series 64K \$42.95





