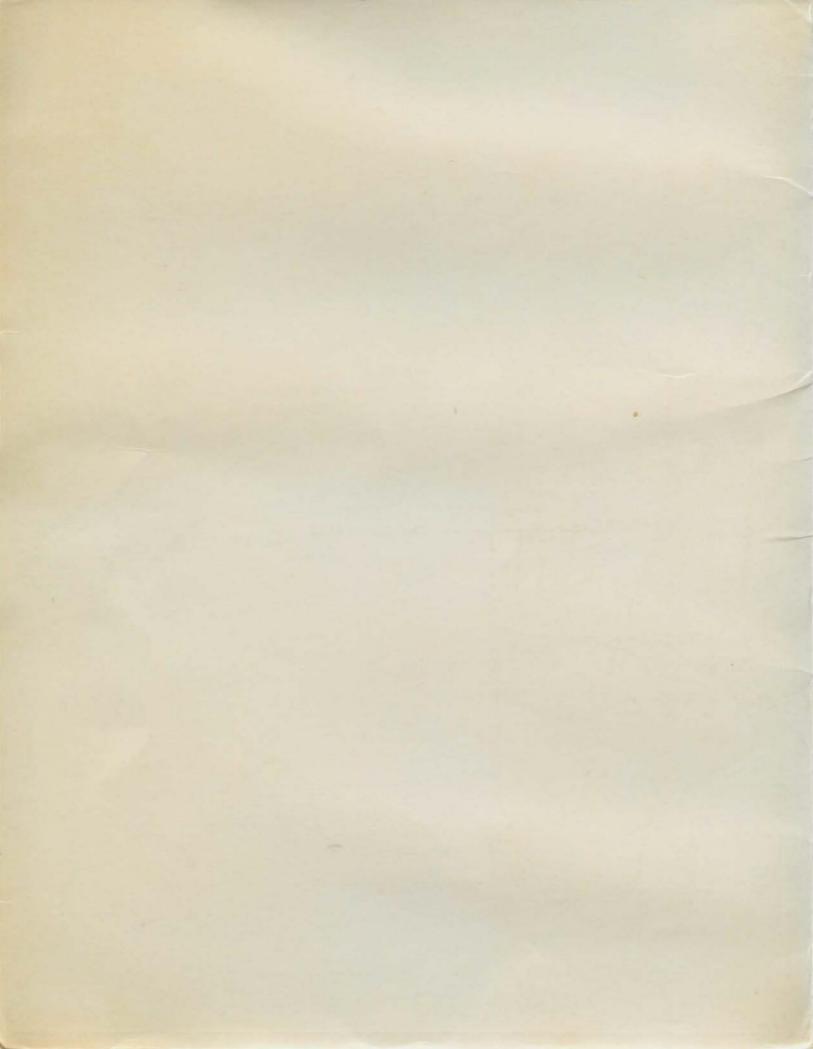
MATHUS.

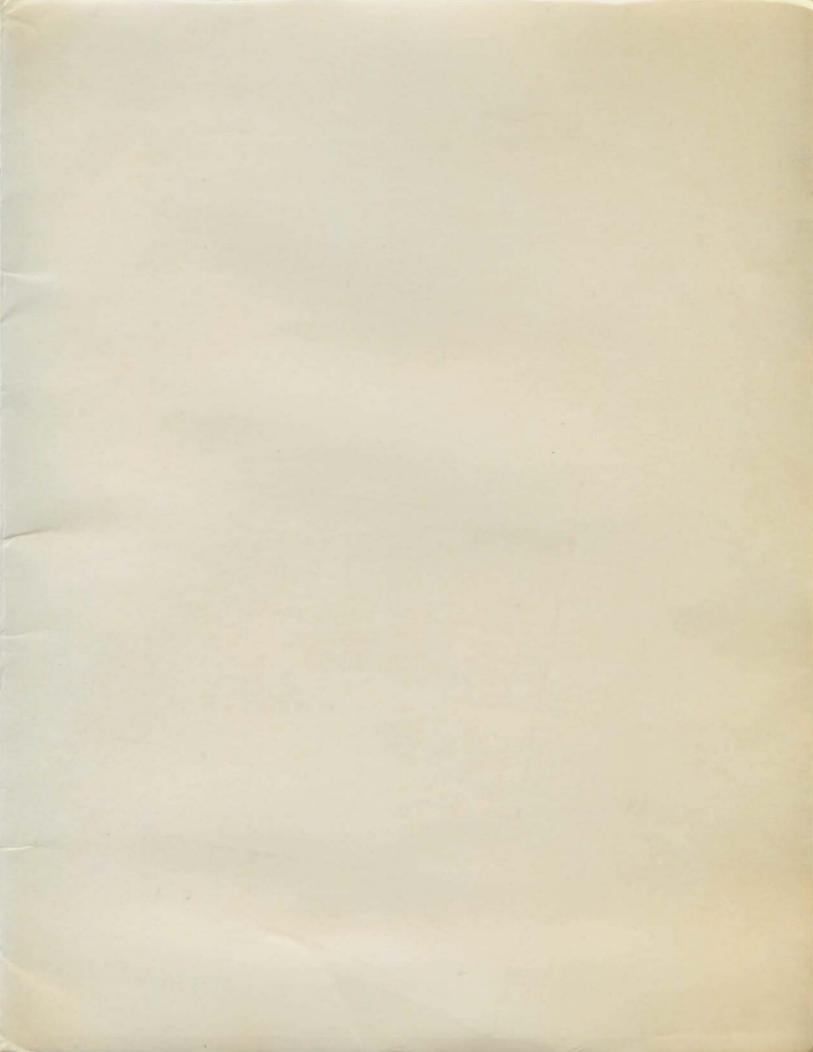


APPLE VERSION
KEN & ROBERTA
WILLIAMS
48K
DISKETTE

SIERRAVENTURE

APPLE II/II + & 26 DOS 3.2 & 3.3 SRL 012





MEET HUSE

By Ken and Roberta Williams

As you near the front yard of the large, ald victorian house, you feel an unexplainable tension. A small voice whispers inside your head "Open the door and step inside, if you dare . . ."

Upon entering, the door closes and locks behind you. Inside the house lies murder and mystery - it's up to you to solve them.

Who is the killer and what are his motives? Where does the secret passageway lead to? Who is dropping those curious notes?

And, who will be the next victim . . . If you are not careful, it could be you? You cannot leave the property until you bring the killer to justice.

Turn the knob and walk in to Mystery House. Someone is waiting for you!

