

NEWSOFT PRODUCTS
M NEWMAN 12 WHITEBROOM RD
HEMEL HEMPSTEAD HERTS

THE TIME BANDITS

The Act of Creation was a little bit rushed- Light, Heaven and Earth and all the Creatures that there do dwell – nobody was surprised that the SUPREME BEING needed a day off after that lot.

Any way, come the next monday and He looked upon His works, and he pronounced them good. So they started letting the tenants in. Well, everything worked out pretty well for a while, but then the maintenance department started to get a few complaints.

There were these holes, you see. The Fabric of Time and Space wasn't quite as well knitted as it might have been – people kept falling through, and there was no telling where they ended up.

Anyway, the repairs people kept dashing around, bunging up the holes as soon as they were reported, but they never could find them all.

Eventually, the SUPREME BEING, in His Infinite Wisdom, lent them a map of the universe, showing all the holes in time and space, That worked fine for a while, they repaired a lot of the holes, but there were so many that they could see no end to the job.

Then one of them had an idea.....

"Look", he said, "Everywhere/time we go there's all this treasure and gold and jewels and stuff just lying around, why can't we get some of that?"

So they decided to stop being repairmen and to become bandits. The TIME BANDITS.
NOW, JUST IMAGINE IF ONE OF THE HOLES WAS IN YOUR BEDROOM WALL.....

AND NOW.... NEWSOFT TIME BANDITS ADVENTURE FOR THE SPECTRUM
The adventure is designed around a number of games suited to some of the time periods you could find your self in if you were kidnapped by the TIME BANDITS

MINOTAURS LABYRINTH

Your journey through TIME and SPACE lands you in the Minotaurs Labyrinth in Ancient Crete. Use the Cursor keys to control your search and collect some treasure.
You may not notice first, but some thing is trying to cut off your escape.....

NAPOLEON'S ARMY

Through the time hole to the eighteenth century. You land on a battlefield. Trapped by the advancing army, your only chance of escape lies in the besieged city of Castiglione. Enter it, collect ALL the Treasure you can before you try to use the next Time Hole.....

TITANIC

Now you land in the hold of the S.S. TITANIC. The Time Hole is located in the ship's strongroom. choose numbers 1 or 2 to move forward. A wrong choice brings the iceberg nearer and nearer.....

TOWER OF LONDON

Back to the days of Henry VIII, nighttime in the Tower of London and the Beefeaters are looking for you. Use cursor keys to control your search for treasure, and the exit. Don't loose your head!

COMBINATION

(A bonus game on side A only) The combination to the lock on your cell is revealed for a very short time. Re-enter it accurately to escape.

CASTLE OF EVIL

You have very little chance of beating this one. You must cross the Hall of Death in the Castle of the Prince of Ultimate Evil. Your (invisible) opponent starts from the opposite end of the floor, everytime you make a move he moves towards you. Enter the number of the Spot you wish to move to. If you land on the Deadly Spot then you meet the Ultimate End!

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