

ANIMAL RESCUE



Animal Rescue

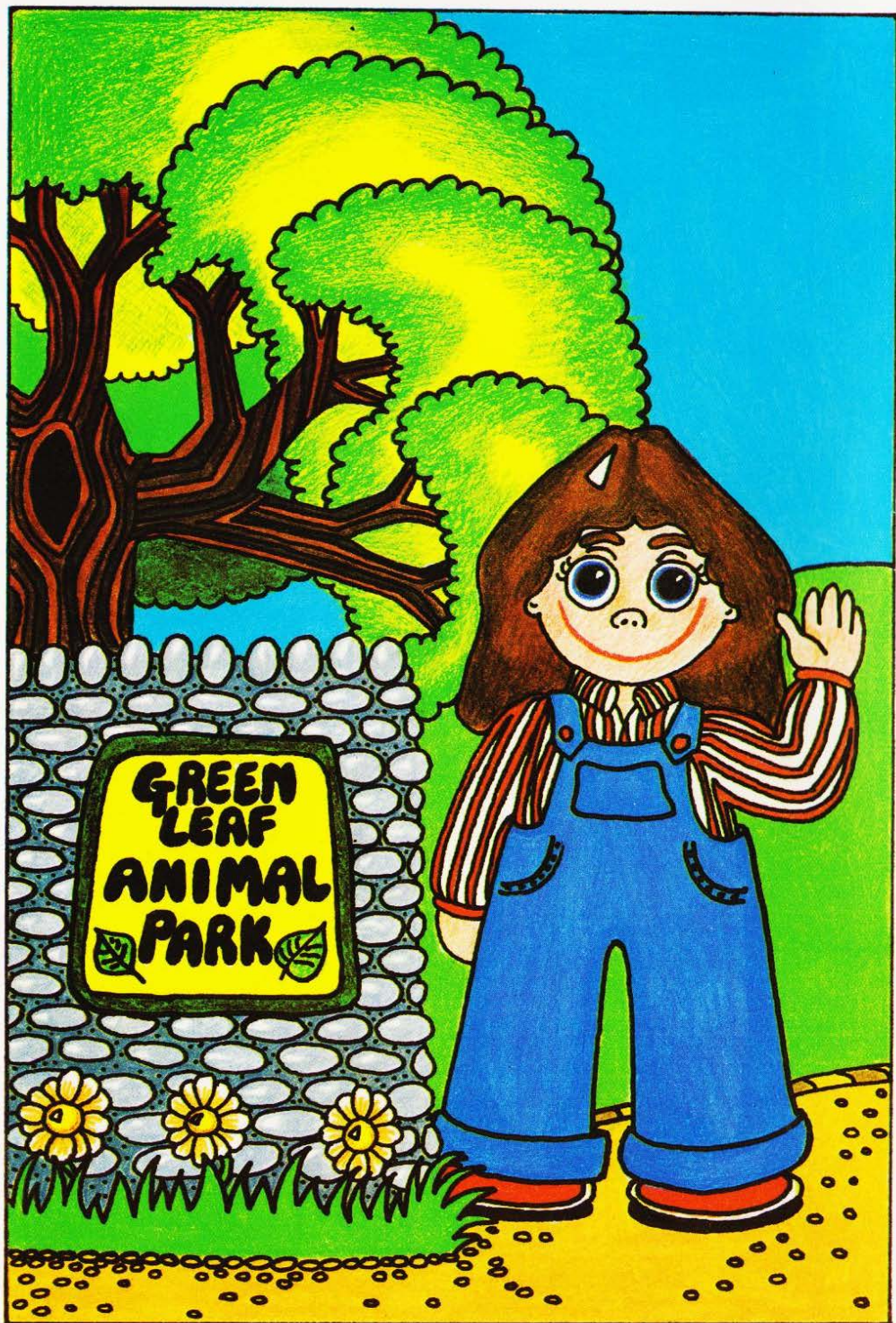
Written and illustrated by

S Hosler

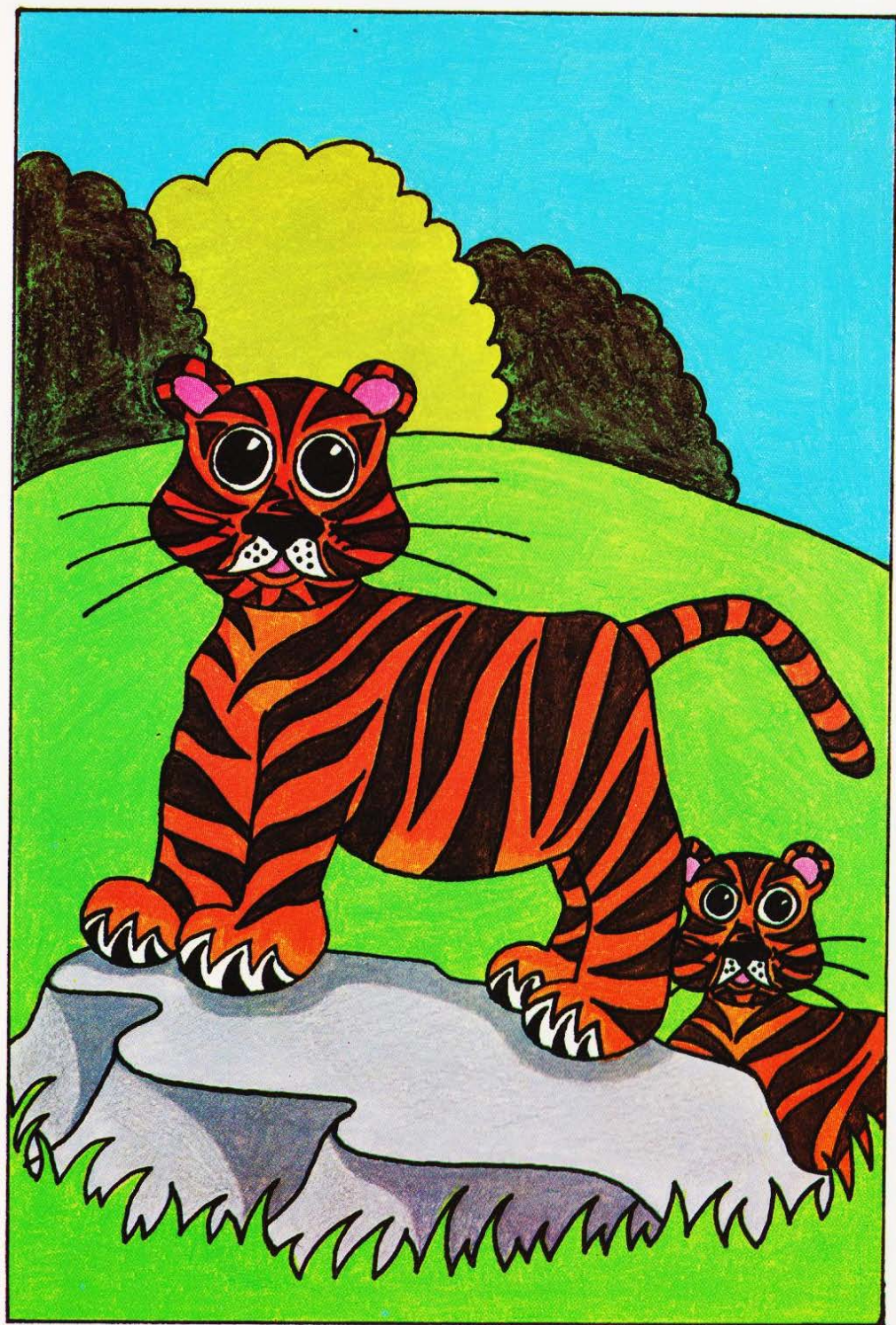
Published by Sherston Software

(c) 1986

A children's booklet to introduce 'Animal Rescue', a mathematical adventure for young children on the BBC range of computers.



Green Leaf Animal Park is deep in the countryside. It has many delightful fields, hundreds of trees of all shapes and several lakes.



All kinds of animals can be seen in the park, some fierce, some tame and some very rare. The animals are not kept in cages. They have plenty of room. The animals are often moved from place to place to make their lives more interesting.



Everything was peaceful at the park. The keepers were happy in their work, and the visitors enjoyed seeing the animals so contented and well cared for.

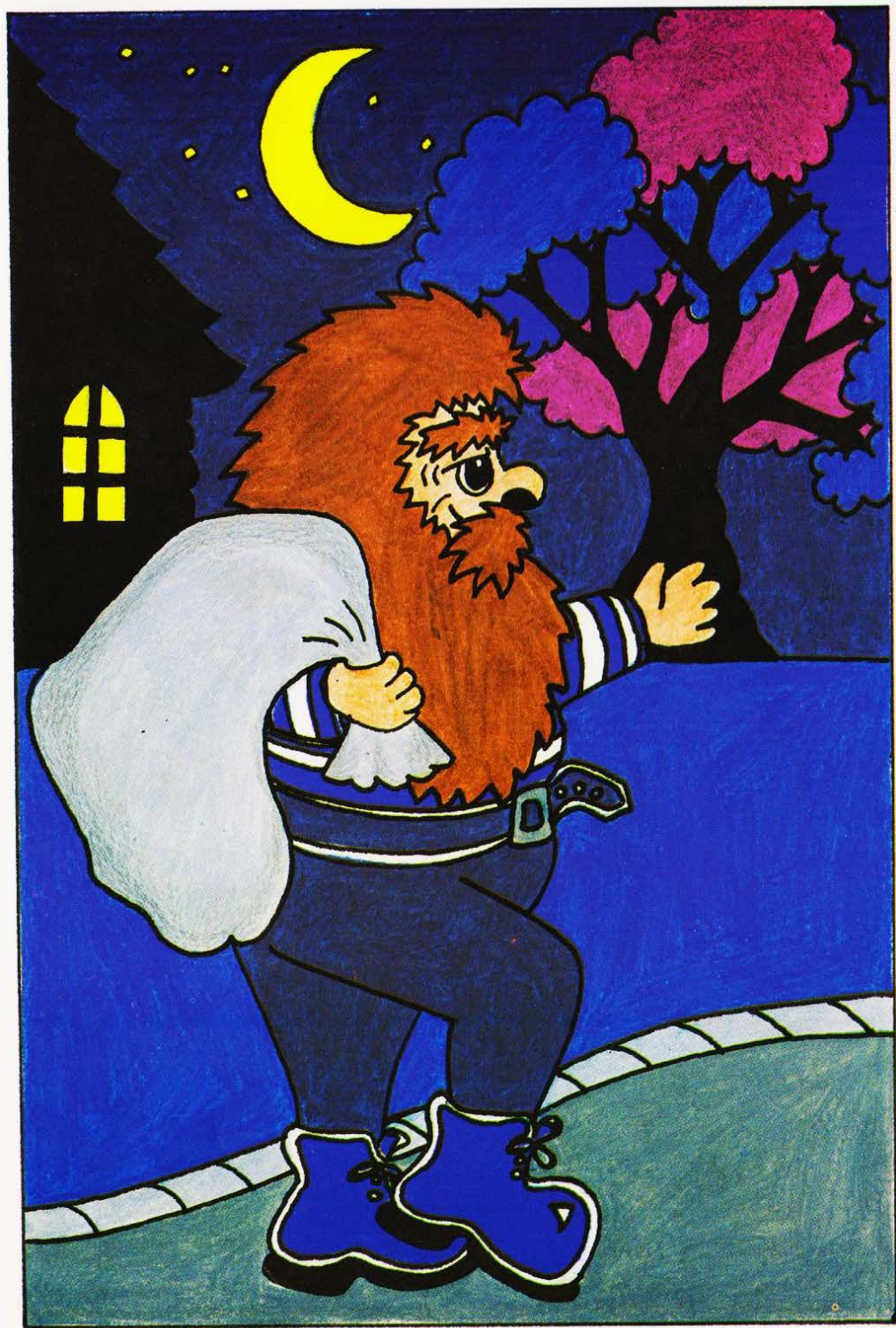


Underneath Green Leaf Animal Park there are many holes and caves joined together by miles of tunnels. This is the home of the foxes and hares.

One terrible day a few weeks ago, a nasty creature called a troll came to live in the caves.



This troll began upsetting the animals in the park by taking their food and water. He frightened the visitors, and even used his magic to turn some of the children into small slimy things. Fortunately, these spells were not strong, so the children returned to their normal shape before they left the park.



Then just a few days ago this troll stole an animal from the park. The other animals are very worried and are hoping that you can help them rescue the missing animal from the troll.

Your first task will be to find out which animal has been taken, but remember to always watch out for the troll!

Good luck with your adventure.

Further copies of this booklet are available
from:- Sherston Software, 8 Court Street,
Sherston, Malmesbury, Wiltshire, SN16 0LL.
Telephone: 0666 840433