

PLAYING THE GAME - AMSTRAD CPC 464

1. Place cassette in datacorder and rewind to start.
2. Press CTRL and small enter keys at same time.
3. Run" and press play, then any key will appear on screen.
4. Press play on datacorder and any key on main keyboard and the game will now load.

Once loaded the program will prompt you 'RESTORE A PREVIOUS GAME Y/N', answer N if this is the first playing or if you wish to start from the beginning.

You can command the computer by typing in simple English commands, usually verb and noun. Some of the most commonly used commands can be abbreviated, e.g. F is the same as FORWARD, T FIS can be substituted for TAKE FISHINGROD. These commands can be listed during the course of the game by typing HELP. Various objects will be encountered as the game progresses, the name that they are recognised by will be shown in capitals, e.g. to TAKE a green HAT you would type T HAT.

At any time during the Mission you may withdraw by typing QUIT. Any rewards due to you at this stage are now shown. You will then be given the option of playing again - answering 'Y' restarts the Mission from the beginning - answering 'N' gives you the option to save your present position. If you wish to do so, answer 'Y' AFTER having made ready a spare cassette. Now press the play and record buttons on your cassette player and press any key on your computer. It will take approximately 10 seconds to save.

In order to restore a position answer 'Y' to 'RESTORE A PREVIOUS GAME Y/N', after first having made ready your saved cassette. Now press the play button on your cassette recorder. The previous position you were at is automatically loaded and you can continue your Mission.

TIPS ON PLAY

Keep track of where you are and where you have been.

If the program does not understand, try and rephrase your command

The solution to individual problems is usually quite simple in nature, so if you find yourself typing long sentences you are probably on the wrong track.

If you get stuck, put it away and play again tomorrow, often the solution can strike you suddenly. Remember there could be something more interesting in the next room. If you search hard enough.

Not everything you find will be useful, some things may be a positive disadvantage if carried.

Descriptions given by the program may hold a clue so study them carefully.

You are in enemy territory, the good agent will think before he acts when his life may be at stake.