



The quest is split into 3 parts and you can move backwards and forwards through the sections freely. All 3 parts play as one huge adventure so there is no loss of continuity.

When you go onto a new section, the computer will save game date to disk/cassette.

When the next part begins, you will be prompted to load the saved data before you can continue.

Commands can be given in plain English e.g. *Examine The Victorian Bookcase*, but this can be shortened to a verb and noun format e.g. *Examine Bookcase*.

You can talk to the many characters in the game using the commands *Talk To*, name of character, followed by *Tell Me About*, whatever. *Tell Me About Your Alibi* or anything else you might want to say.

Other useful commands are

*Ram Save* — Saves game position to Buffer

*Ram Load* — Load saves position from Buffer

*Quit* — Ends the game

*Graphics On/Off/Sometimes* — switch pictures on/off/display once only

Game position can only be dumped to cassette/disk at the end of a section.

**ROBIN OF SHERLOCK** was written by DELTA 4 Software using the Quill and the Illustrator, an Elephant Gun and an Articulated Lorry.