

# SHORT'S FUSE

© DOLLAR\$OFT



## THE GAME

When Boris set off the first detonator, an irreversible chain reaction was initiated, with each fuse lasting only nine seconds. If you can guide Sam Short to the detonator – before the bomb explodes – he will disable it.

Unfortunately you'll still be in a bit of a bind because Boris has ensured that another detonator in that same location will become live, leaving Sam with – you've guessed it – nine seconds to defuse it.

When Sam has defused all the detonators, he will – being a good-hearted chap – move on to another beleaguered spot. The rest is up to you . . .

## LOADING

1. Place the tape in the cassette unit and rewind to the beginning.
2. Hold down CTRL and press the small ENTER key.
3. Press PLAY on the cassette unit

*NOTE: Full loading instructions can be found in your Amstrad CPC 464 manual.*

## PLAYING THE GAME

When the game has loaded you will be offered a choice of keys. To redefine keyboard controls, simply select the redefine option and, when prompted, press the key of your choice.

Standard keys:

CLIMB UP ROPE=Q      LEFT=O      RIGHT=P  
CLIMB DOWN ROPE=A      JUMP=, (comma)

Before the start of each game, Sam must enter a Security Clearance Code to arrive at a particular location. The Security Code for the TAJ MAHAL is 000.

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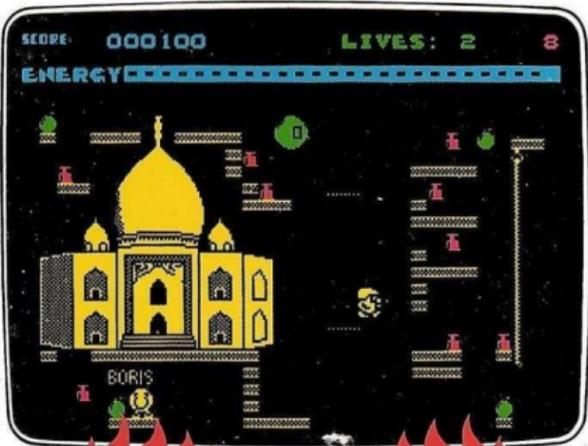
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AMSTRAD CPC 464

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AMSTRAD  
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That evil bounder Boris is up to his old tricks again, planting multi-detonator bombs in capital cities and holding the world to ransom. The swine! Now that his demand has been refused the beggar has actually set off the first fuse . . . detonation time minus nine seconds. The cad! Our chap, Sam Short, will do his damndest to defuse each detonator before ignition, but he might need a bit of help. Lucky you came along, what!

