RAFFLES

LOADING THE GAME

Amstrad CPC-RUN "EDGE" to load either the tape or disc version.
Commodore 64-Press SHIFT and RUN/STOP.
Commodore 64 Disk-LOAD " * ",8,1
Spectrum-LOAD "" to load.
Atari ST/Amiga-Switch off the computer. Insert the disk in the disk drive. Switch on the computer. The program will load and run.

PLAYING RAFFLES

You are a thief; a pretty good one by all accounts. But you've got yourself into a rather unusual sticky situation...

You see, old man Crutcher, who lives in that large house on the hill, passed away recently leaving his Widow with a rather unique problem. He apparently never did trust banks or safety deposit boxes. And due to his lack of faith in the more normal places to keep safe his various possessions, Mr Crutcher decided he would just hide them in what he called 'safe' places around his house.

Trouble is, he never told his wife where he'd left them... which in turn left her with the unusual task of finding her own gems which he'd hidden away. But she had a brain wave. Who better, she thought, to find gems hidden around a house than a thief who makes his living being good at just that...

So Lady Crutcher, as she is known locally, lured you into her house by, well, that old trick of leavng a window open and contriving to make the house look empty. Damn it, she'd even left milk bottles on the doorstep to make it look as if she were on holiday!

Anyway, once inside the mansion all windows and doors to the outside world had suddenly shut very tight indeed... and it was then that Lady C. revealed her plan. Well, to humour her you decided to find her gems. After all to an expert like you this should be an easy task... and after all she might not miss the odd one or two...

HINTS

Not all is as it seems in Raffles. If you look hard enough you will find hidden passageways, hidden wall safes, and a multitude of puzzling obstacles that will lead to your goal. There are only 12 gems (16 in the Atari ST and Amiga versions) to find, but be warned-some are much easier than others! Find each gem in turn and take it to Lady C. on the first floor (drop it in front of her and she'll pick it up). There's an indicator to show how many you've left to find positioned on the sideboard in her bedroom. But look out for the savage mice and canaries! Old man Crutcher did some rather bizzare experiments and rumour has it that they are just a little larger and not quite so friendly as your usual mice and domestic birds... but you'll find a way to handle them, won't you? One last hint... assume nothing!

JOYSTICK CONTROLS

Use joystick in Port 2 to control direction, using the FIRE button for JUMP.

KEYBOARD CONTROLS

	C64	SPECTRUM	AMSTRAD
UP LEFT	A	Q	CURSOR KEYS
DOWN RIGHT	Z	A	CURSOR KEYS
DOWN LEFT	O	M	CURSOR KEYS
UP RIGHT	P	N	CURSOR KEYS
JUMP	SPACE	CAPS SHIFT	COPY
PICK UP	F1	P	SPACE
DROP	F3	D	CTRL
PULL	F7	ENTER	small ENTER
PAUSE	RUN/STOP	H	P
RESTART	CLR	R	ESC

ATARI ST & AMIGA

	JOYSTICK	KEYBOARD (ST)
UP		KEYPAD UP ARROW
DOWN		KEYPAD DOWN ARROW
LEFT		KEYPAD LEFT ARROW
RIGHT		KEYPAD RIGHT ARROW
JUMP	FIRE	ALT
PICK UP		SPACE BAR
DROP		SHIFT
PULL		RETURN
PAUSE ON/OFF		P
QUIT		Q
SAVE		S
LOAD		L

CREDITS

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