

BOOTY

© 1984 J. CAIN & K. MOUGHTIN
Amstrad Conversion by P. JOHNSON

THE GAME

Jim the Cabin Boy must make his way below decks to collect various items of booty (automatically picked up when he walks past them) strewn around the ship.

When you have collected all the items from the Black Galleon's 20 holds, you will be given 45 seconds to locate the Bronze key to the next pile of booty. Clearing all booty a second and third (impossible) time causes a search for the Silver and Gold keys, each increasing the game's speed and hazards.

Jim will meet an untimely death if he falls through a trap door, drowns, is bitten by a ship's rat or pecked by one of the Captain's parrots, or cut down by a Ghost Pirate, or blown up (some pieces of booty are booby-trapped so step lively mates), or steps through a hold door into mid-air (heh! heh!).

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the small ENTER key.

AMSTRAD 664, 6128 AND 464+DISK

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Z=Left X=Right]=Up/Climb Ladder
/=Down Ladder Enter=Through Door
Esc=Abort
Keyboard or Joystick

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* Correct at time of printing

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