

DESCRIPTION OF SCREEN

THE BOTTOM OF THE SCREEN IS DIVIDED UP AS FOLLOWS: ON THE LEFT YOU HAVE FOUR EMPTY POCKETS, BELOW THIS IS A **CREDIBILITY** SCORE AND AN **INCENTIVE** SCORE. IN THE MIDDLE YOU WILL SEE A "CAMEO" OF A PARTY LEADER AND TO THE RIGHT (UNDER THE WORDS "**PARTY LEADER**") IS THEIR NAME. THERE ARE FOUR PARTIES, CONSERVATIVE, LABOUR, ALLIANCE AND IDEALIST (COMPRISED OF CELEBRITIES!). THERE ARE 5 LEADERS ALTOGETHER AS YOU MUST CHOOSE BETWEEN THE DAVIDS IF YOU WANT TO OPT FOR ALLIANCE. TO THE RIGHT OF THIS SECTION THERE IS AN **OPTION** COLUMN WITH A CHOICE OF ACTIVITIES. UNDERNEATH YOU WILL SEE COLUMNS **CON**, **LAB**, **ALLI**, **IDL** WITH THE CURRENT TOTAL OF SUPPORTERS, AND **UND** (UNDECIDED) WHICH SHOWS THE VOTES THAT ALL 4 PARTIES WILL BE FIGHTING FOR.

TO SELECT WHICH PARTY LEADER YOU WANT TO BE USE **RIGHT** OR **LEFT** AND PRESS **FIRE** TO CHOOSE. YOU WILL HAVE A CHOICE OF BEGINNING PLAY OR SELECTING **DEMO** WHICH YOU CAN USE TO SEE WHAT HAPPENS IN THE GAME. TO BEGIN PLAYING PRESS **FIRE** WHEN **GAME** IS HIGHLIGHTED.

YOU WILL BEGIN AT YOUR PARTY H.Q.

THE TOP OF THE SCREEN IS THE MAIN PLAYING AREA. DIRECTLY UNDERNEATH IS A DESCRIPTION OF WHERE YOU ARE AND THE LINE DIRECTLY BELOW THAT KEEPS YOU UP-TO-DATE ON WHAT'S GOING ON ELSEWHERE.

PLAYING THE GAME

YOU CAN MOVE AROUND THE PLAYING AREA WITH **LEFT**, **RIGHT**, **UP** AND **DOWN** AND MOVE BETWEEN SCREENS IN EACH DIRECTION, WHERE THE SCENERY ALLOWS. THERE ARE 40 OTHER CHARACTERS GOING ABOUT THEIR DAILY BUSINESS AND YOU CAN GET INVOLVED WITH THEM IN SEVERAL WAYS BY SELECTING ONE OF THE **OPTIONS**. PRESSING **FIRE** AT ANY TIME PUTS YOU IN **OPTION** MODE, **LEFT** AND **RIGHT** ALLOWS YOU TO CHOOSE AND **FIRE** WILL SELECT. THERE IS A SUMMARY OF THE OPTIONS LATER.

FOR NORMAL TRAVELLING AROUND KEEP **TAKE** SELECTED AND YOU WILL AUTOMATICALLY PICK UP ANY OF THE VARIOUS TOKENS AND OBJECTS LYING AROUND. TOKENS WILL DISAPPEAR AFTER THEY HAVE BEEN PICKED UP AND WILL ADD TO YOUR **INCENTIVE** OR **CREDIBILITY** SCORE OR WILL AFFECT YOU IN AN UNSEEN WAY BY INCREASING YOUR "SLURRABILITY" FOR EXAMPLE (MORE ABOUT PERSONALITY LATER!). **INCENTIVES** CAN BE USED TO ENCOURAGE (OR, LET'S BE HONEST - BRIBE), POTENTIAL VOTERS TO SUPPORT YOU. ANY OBJECT YOU WILL ENCOUNTER WILL PLACE ITSELF IN ONE OF YOUR POCKETS IF YOU HAVE ROOM. THE MOST USEFUL OBJECT YOU CAN FIND IS A MANIFESTO TOKEN, WHEN PLACED IN ONE OF THE SIGNPOSTED LOCATIONS (ALSO SHOWN ON THE FIRST SCREEN) THIS WILL WIN YOU VOTES IMMEDIATELY AND YOU WILL SEE YOUR PARTY SUPPORTERS' SCORE INCREASE. OTHER OBJECTS YOU WILL POCKET CAN BE GIVEN TO OTHERS AS STRAIGHT BRIBES TO GET THEM TO LIKE YOU, OR MAY IN AN UNSEEN WAY AFFECT THEIR PERSONALITY BY, PERHAPS, MAKING THEM MORE AMBITIOUS.

THE OBJECT OF THE GAME

YOU MUST GAIN AS MUCH SUPPORT AS POSSIBLE BY PLACING MANIFESTOS, CANVASSING AND GETTING PEOPLE TO LIKE YOU. WHEN YOU HAVE GAINED 101 VOTES YOU ARE **PRIME MINISTER!** DON'T FORGET THAT OTHER PARTY LEADERS WILL BE OUT TO MOVE YOUR MANIFESTOS AND STEAL YOUR SUPPORTERS TOO. YOU CAN PLAY DIRTY OR CLEAN AND "SLUR" AS WELL AS BE SLURRED.

OPTIONS

TAKE STAY IN **TAKE** FOR NORMAL WANDERING AROUND AND YOU SHOULD BE ABLE TO PICK UP TOKENS AND OBJECTS AUTOMATICALLY. IF YOU HAVE BEEN APPROACHED BY ANOTHER CHARACTER YOU MAY HAVE TO RESELECT WITH **FIRE**.

DROP THIS ALLOWS YOU TO EMPTY A POCKET.

GIVE THIS ALLOWS YOU TO OFFER ANOTHER CHARACTER AN OBJECT OR SOME INCENTIVES. YOU MUST SELECT BETWEEN **POCKET** OR **INCENTIVE** WITH **FIRE**. IF YOU CHOOSE **INCENTIVE** YOU WILL BE ASKED "HOW MANY?" YOU CAN ADJUST WITH **UP** AND **DOWN** AND SELECT WITH **FIRE**. IF **POCKET** IS YOUR CHOICE YOU WILL BE ASKED WHICH ONE, RIGHT AND LEFT WILL CHOOSE AND **FIRE** WILL SELECT. IF THERE IS MORE THAN ONE PERSON ON SCREEN YOU WILL HAVE TO CHOOSE BETWEEN THEM. THEIR IMAGE APPEARS IN THE "CAMEO" WITH THEIR NAME BESIDE IT, RIGHT AND LEFT SHOWS THEM ALL AND YOU MUST SELECT WITH **FIRE**. THE PERSON'S RESPONSE IS SHOWN ON THE COMMENT LINE.

ASK THIS WILL REQUIRE YOU TO SELECT WHICH ON-SCREEN CHARACTER YOU WISH TO QUESTION ABOUT THEIR VOTING INTENTIONS! DO THIS AS FOR CHOOSING WHICH PERSON IN **GIVE**. THEIR RESPONSE APPEARS ON THE COMMENT LINE.

ORDER YOU MAY OR MAY NOT BE ABLE TO GET CHARACTERS TO DO YOUR BIDDING. SELECT WHICH PERSON AS FOR **GIVE**. IF THEY AGREE YOU CAN INSTRUCT THEM TO **SLUR**, **CANVASS** OR **HELP** YOU AND **END** TO FINISH.

PAUSE WHEN YOU NEED A REST!

CANVASS YOU CAN TRY TO WIN PEOPLE OVER TO YOUR SIDE. SELECT WHICH PERSON AS FOR **GIVE**.

SLUR YOU CAN SLUR OTHERS (BUT WATCH OUT AS YOU CAN BE SLURRED TOO!) YOU NEED TO SELECT THE PERSON AS FOR **GIVE**, QUICKLY MOVE TO THEM ON THE SCREEN AND "BUMP" THEM. A SUCCESSFUL SLUR WILL CAUSE THEM TO END UP AS A POLITICAL BANANA AND END THEIR CAREER, BUT YOU CAN END UP IN THE SAME WAY. YOUR CREDIBILITY RATING WILL BE USED UP IN ANY SLURRING MATCH. WHEN YOU SELECT **SLUR**, THE **BORDER COLOUR** WILL CHANGE TO YELLOW. THIS WILL ALSO HAPPEN IF ANOTHER CHARACTER IS SLURRING YOU. RUN OFF THAT SCREEN TO **ESCAPE** OR PRESS

FIRE TO GET THE OPTION TO CONCEDE. YOU CAN STOP AND FIGHT BUT IF YOUR CREDIBILITY RATING DROPS TO ZERO IT'S THE END FOR YOU! IF YOU CONCEDE YOU WILL LOSE ALL YOUR VALUABLES.

NULL ALLOWS YOU TO CANCEL **OPTION**.

SAVE ALLOWS YOU TO SELECT **SAVE** TO KEEP YOUR GAME SO FAR, TO PLAY ANOTHER TIME, AND **LOAD** WHEN YOU WISH TO RESUME YOUR SAVED GAME.

BORDER COLOURS

YOU CAN SEE HOW THE VARIOUS PARTY LEADERS PLAY IN THE DEMO GAME. TO HELP UNDERSTAND WHAT IS GOING ON, THE BORDER COLOUR CHANGES ACCORDING TO THE LEADERS ACTION.

● **CYAN** GO AND SLUR THE CHARACTER YOU DISLIKE THE MOST ● **BLACK** WAIT ● **WHITE** COLLECT ANY OBJECT ● **RED** MINGLE, WANDER AROUND AND MEET OTHER CHARACTERS ● **PURPLE** GO AND CANVASS ANOTHER CHARACTER ● **GREEN** HELP ANOTHER CHARACTER ● **BLUE** WAIT WHILE BEING CANVASSED ● **YELLOW** DEFEND, SOMEONE IS SLURRING YOU.

OTHER POINTS

CREDIBILITY MAXIMUM ACHIEVABLE IS 255. WHEN YOU ARE SLURRED YOUR CREDIBILITY DIMINISHES AND WHEN IT GOES DOWN TO ZERO YOUR POLITICAL CAREER HAS ENDED!

INCENTIVES SEE UNDER GIVE IN THE OPTION SUMMARY ABOVE.

NOW YOU'RE READY FOR AN IN-DEPTH INSIGHT INTO POLITICS – READ THE ENCLOSED GAME MANIFESTO!

LOADING

PRESS **CTRL** AND SMALL **ENTER** KEY. PRESS **PLAY** ON TAPE AND ANY KEY ON THE KEYBOARD. IF USING A 6128 OR 664 THEN TYPE **ITAPE**, THEN **RUN** " ".

MOVEMENT

JOYSTICK OR KEYBOARD, WHEN USING KEYBOARD REDEFINE KEYS FROM SCREEN MENU.

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