

once. When Harper dies or you quit Part

Two the game restarts in the same way as in the first half.

The program understands simple English sentences such as:-

THROW THE RUBBLE AT THE TANK or LOOK INSIDE THE SATCHEL. The way in which you phrase your command should not be important, for instance FIRMLY PULL THE CHAIN will have the same effect as PULL CHAIN HARD, firmly and hard being synonyms. Please note that certain objects can be used as 'containers' and that LOOK IN, AT or UNDER SOMETHING are different commands.

EXAMINE will give you a more detailed description of any significant object or location. This may be in either words or pictures. Use this facility carefully. You must tell the computer what you want to examine, you cannot just use the command to get general information.

If the program doesn't seem to understand first time, try rephrasing your command. You are not penalised for 'incorrect' input, the game simply waits until you type something it recognises. If you spell a word wrong, the EDIT and DELETE keys can both be used to make corrections.

Useful commands include RAMSAVE and RAMLOAD which allow you to instantly save your position to memory (abbreviations RS and RL), REDESCRIBE (R), which is short for LOOK AROUND, GET ALL, DROP ALL, SCORE, INVENTORY (I) and QUIT (Q).

Some other useful words

NORTH (N)	SE	DROP	PUSH	DIG	OPEN	SAY
SOUTH (S)	CLIMB	WEAR	BEND	UNSCREW	CLOSE	HELLO
EAST (E)	UP	REMOVE	TWIST	PRESS	FOLLOW	FOOTNOTE
WEST (W)	DOWN	PUT	UNTIE	EXAMINE	WAIT (Z)	
NW	JUMP	IN	TURN	CAREFULLY	EAT	
NE	CRAWL	THROW	PLUG	FORCIBLY	DRINK	
SW	GET	PULL	INSERT	FOLLOW	GIVE	

Hints and Tips

Pay careful attention to the loading screens and all the graphics in the game, they may include important clues . . .

Examine everything carefully. (Not all is as it might first seem!)

Regularly save your game position with RAMSAVE and SAVE, especially before doing anything risky.

Time passes whenever you type a recognised command or type wait and press return. Timing can sometimes be critical, so use the wait command with care.

You can progress from Part One to Part Two with less than 50 points, but be warned, things might get very tricky later on!

Good luck, and remember, just as in real life, quick thinking and improvisation can often save the day!

LOADING INSTRUCTIONS

AMSTRAD 464

Press CNTRL and small ENTER

AMSTRAD 664/6128

Type ITAPE and press RETURN

Press CNTRL and small ENTER



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