PETTIGREWS DIARY

This is an adventure in three chapters, each being an adventure in its own right and loading separately. You may only progress to Chapter 2 when Chapter 1 has been completed and likewise with Chapter 3. All three chapters are linked by the diary and its contents, and many skills and talents are needed to finish the complete adventure.

LOADING THE ADVENTURE

1. Put the cassette in the recorder and attach all leads (including remote lead if possible).
2. Type CLOADM and press enter.
3. Press the play button on the recorder.
4. Each chapter is preceded by a title page, while the main program is loading (this will take about a minute in each case).
5. When restarting the adventure, always ensure that the cassette is fully rewound.

Each chapter is now briefly described.

CHAPTER 1 – THE BURNING FARMHOUSE

You are the blue cross; the deadly flames are represented by the red circles. The only keys you will use are the arrow keys, for removement, and the **E**, **O** and **T** keys, as explained in the lower section of the screen. In most cases, objects that you find must be Examined, *before* you can take any action with them.

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CHAPTER 2 – LONDON FROLICS

This is a real-time text adventure. Being real-time you must take note of the time displayed at the top of the screen. You must also watch your money, as you need 10 pounds a day to survive . . . otherwise you don't survive! The object of this chapter will become clear on 'consultation'. When travelling in the underground, use your arrow keys for movement and the space bar to return to the streets (it will also cost you £2 a journey). This game is a traditional text adventure, with a vocabulary of over 70 nouns and 50 verbs, and a two dimensional grid structure. This adventure uses the standard word entry format of:–

ACTION OBJECT (enter)

e.g. **OPEN DOOR** (enter)

For speed, all words can be abbreviated to 3 letters. Movement is by the usual GO NORTH, SOUTH, EAST or WEST commands. There is also a limited help facility, on typing the word **'HELP'**. There is no inventory option, as this game requires you to collect information, rather than objects. For the same reason there is no 'SAVE' option *within* this game, though you can "save" the fact that this chapter has been completed.

CHAPTER 3 – EUROPEAN TREK

This chapter consists of eight separate challenges, designed to test you on a wide range of abilities. Only by completing each stage successfully can you complete this chapter, and hence solve the mystery of Pettigrews Diary. You may restart this chapter at any stage, providing you possess the relevant code word. All playing instructions are included in the program.

If you have any problems with loading, rewind the tape and try again, adjusting the recorder volume control until loading is satisfactory. If you have any persistant problems, do not hesitate to contact us.

If you find yourself completely stumped and getting nowhere with this adventure and need some help, send an SAE, stating your problems, to us at:–

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