Spectrum 48K

CAMBRIDGE AWARD 1984

1942 MISSION

$$1007^{15} = \frac{I}{S_1} + \frac{HO}{Pb}$$

$$V' = \left[\frac{T^2 - (3-7'')}{V_1 T_1} \right.$$

$$\frac{R}{S}$$

ADVENTURE GAME

CASES COMPUTER SIMULATIONS LTD., 14 Langton Way, London SE3 7TL

LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading a program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type LOAD" ".
5. Start the tape recorder. The program will RUN automatically once loaded.

1. OBJECTIVE

You are a British Agent in 1942, relaxing in the BRIEFING ROOM having received the instructions for your next mission.

You will make your way to a GERMAN CAMP from where you must escape with the secret ROCKET FUEL PLANS. It is known that these are kept in a strong SAFE but the exact location of this is not known.

Some assistance may be provided by a GERMAN GUARD called SCHMIDT who is a DOUBLE agent so SCOTCH could be of some use if you meet him.

You commence with an ENERGY factor of 100 and if this falls below ZERO you will be unable to continue.

2. COMMANDS

Commands are by the normal verb-noun input but GO NORTH can be replaced with N.

3. MOVEMENTS

N, S, E, W, U, D.

4. SPECIAL VERBS

LIST	-	gives inventory and ENERGY.
LOOK	-	redescribes location.
QUIT	-	to start again.
SAVE	-	to save current situation in game.
LOAD DATA	-	to restart a SAVED position.

5. ACTION VERBS

A Selection is summarised: —

ATTACK	KICK
BLACKEN	KILL
BREAK	LIFT
BRIBE	LIGHT
BURN	LOCK
CLEAR	OFFER
CLIMB	PAT
CLOSE	PRESS
CUT	PULL
DIAL	PUSH
DIG	READ
DRINK	RELEASE
DROP	RUB
EAT	SAY
ENTER	SHOOT
ERECT	SHOW
EXAMINE	SHUT
EXTINGUISH	SMASH
FEED	STAB
FILE	STRIKE
FIRE	TIE
GET	TURN
GIVE	TWIST
HELP	UNLOCK
HIT	UNTIE
JUMP	USE
	WASH

If you use a verb in the wrong context you may get a response 'Are you joking?'!

1942 MISSION

Spectrum 48K

CAMBRIDGE AWARD - SECOND PRIZE

You are a British Agent in 1942 and your objective is to penetrate a German Camp from where you must escape with the secret Rocket Fuel Plans..In this complex adventure there are 77 verbs and over 38 objects to help you on your mission. You start the adventure by parachuting into Germany.