



199 RANGE

A Delta 4 Adventure Written by Fergus McNeill

LOADING INSTRUCTIONS: Type LOAD "" then press ENTER.

BACKGROUND

Some guys are good, some guys are bad. But Sam Spillade was just plain dumb.

"In the mirror across the office I caught sight of my reflection. I looked a deadbeat punk. That made me sore, real sore."

"So I pulled my rod out and emptied six slugs into that ugly mug. It was a dumb thing to do but, hell, it made me feel better."

"Then the phone rang."

"I slammed one hand down on the edge of the receiver to make it flip into my hand, but something went wrong. The handset spun across the room and through the open window. The handset was hanging by it's cord one floor down so I figured I'd have to shout."

" 'SPILLADE INVESTIGATIONS, WHADDAYA WANT,' I yelled."

"It was the start of something big . . ."

GAMEPLAY

New York, the late 1930's. You control the destiny of Sam Spillade, sterotype private detective and general all round thicko.

Sam operates his business, Spillade Investigations: No case too small or too cheap!, from a first floor office in the heart of the city.

Your task is to solve the cases that come his way . . .

The game is played across three parts (a bonus program, Sceptical 3, is included as part 4 but this is independant of the adventure).

Parts 1 & 2 are recorded on side 1, part 3 and Sceptical 3 are on side 2.

To preserve in-game continuity, data must be saved to tape/disk on completion of one part. This data is then loaded into the next section, allowing you to proceed with the investigations. Instructions for this will be given on-screen during play.

PLAYING THE GAME

Commands can be typed in ordinary English, eg. EXAMINE THE DANISH PASTRY, but may be shortened to a simpler verb + noun format, eg. EXAMINE PASTRY.

Sometimes though, it may be necessary to be more specific. If you are in a room with 2 boxes (one red and one blue) and 2 socks (one blue and one red), it would not be sufficient to say GET BOX or GET RED. In such cases, you must include both the adjective and the noun, eg. GET RED BOX.

To converse with other characters in the game, use SAY TO (name of character) YOU'RE UNDER ARREST HAIRBAG or whatever worthy utterances you feel would be appropriate. This must all be entered as one command and you must always specify who you wish to talk to.

USEFUL COMMANDS THAT ALWAYS GET LISTED ON THE INLAY

SAVE	Saves your position to tape.
OAD	Loads a previously saved
-	position from tape.
RAMSAVE	Saves your position to RAM.
RAMLOAD	Loads a previously saved position from RAM.
GRAPHICS ON	Sets graphics permanently on display.
GRAPHICS OFF	Sets Text Only mode.
SRAPHICS SOMETIMES	Sets graphics to appear only when you first enter a location.
CORE	Tells you how well you are doing.
NVENTORY or I IELP	Lists what you have with you. May give the occasional clue, but too cryptically to be of any use.

CREDITS

THE BIG SLEAZE is a parody concept of the great American detective. DELTA 4 wish to acknowledge such classics as "The Maltese Falcon" and "Mike Hammer" for all the inspiration they provided.

THE BIG SLEAZE

Graphics and original Commodore version Spectrum conversion Background research Additional material SCEPTICAL 3 designed by Originally released by

Fergus McNeill Tim Gilberts Piranha Software Anna Popkess Fergus McNeill Piranha Software

NOTE:

If you get stuck and require assistance then please send a stamped, self addressed envelope to the address overleaf for a complete hint sheet.

Unfortunately we cannot accept telephone enquiries.

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SPECTRUM