

This is an adventure, divided into four chapters within two volumes, Operation Safras and Pettigrew's Diary, which are on two separate tapes. Each chapter is an adventure in its own right and is loaded separately. You may only progress to Chapter 2 when Chapter 1 has been completed and likewise with Chapter 3 and Chapter 4. All four chapters are linked by the mysterious Safras Sword and the ubiquitous Diary, and many skills and talents are needed to finish the complete adventure.

LOADING THE ADVENTURE

(A) COMMODORE 64

1. Put the cassette in the recorder (make sure it is rewound).
2. Press RUN/STOP key with the SHIFT key.
3. Press the play button on the recorder.
4. The first chapter will be loaded in a couple of minutes. If you have already completed this chapter, type in the special code to skip to the next one.
5. When restarting the adventure, always ensure that the cassette is fully rewound.

(B) SPECTRUM 48k

1. Put the cassette in the recorder (make sure it is rewound).
2. Type LOAD"" 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 a couple of minutes in each case).
5. When restarting the adventure always ensure that the cassette is fully rewound.

Each Chapter is now briefly described:

OPERATION SAFRAS

Chapter 1 THE SEARCHING

You are Rupert James Pettigrew, secret agent extraordinaire awakened from your humdrum existence and thrust into a new exciting life of intrigue. You are given £500 and a limited amount of time to rescue five agents and discover the secret hiding place of the legendary Safras Sword. The countdown in hours (1 hour = 1 minute real time) is shown by the agent locator device. The star tells you which agent is the closest to you at any time. When an agent is rescued, his signal will disappear. This is a text adventure, with a vocabulary of over 150 words. Type the words in the normal format of ACTION OBJECT (enter). All words may be abbreviated to 3 letters. To travel around either (1) type 'T' and enter. Follow the screen instructions. Or (2) type GO LONDON (etc) then enter for direct travel. When this chapter is successfully completed, you are given a code.

Chapter 2 THE RETURNING

In this chapter you must return your sword to its rightful resting place, in the Safras Caves. This part consists of eight separate challenges, each fully illustrated. You must solve each adventure in turn, in order to reach the final climax. To input commands, use the same method as in Chapter 1.

PETTIGREWS DIARY

Chapter 3 THE DISCOVERY

While rambling through the Oxfordshire countryside, you discover a farmhouse, ablaze, with smoke billowing out of the windows. You investigate and find a dying man inside. Before he dies he gives you a strange diary, monogrammed with the initials R.J.P. You take the diary and read it. It speaks of wondrous happenings and challenges you to complete the mission, undertaken by its owner, a Mr. Pettigrew....

You arrive in London, £100 in your wallet and Pettigrew's Diary in your pocket. 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 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. When this chapter is successfully completed, you are given a code word.

Chapter 4 THE CONCLUSION

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 Pettigrew's Diary. You may start 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 persistent problems, do not hesitate to contact us.

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

Shards Software, Suite G, Roycraft House, Linton Road, Barking, Essex.