



Text can be edited using the CURSOR keys or DELETE, while RETURN moves the cursor onto the next line. Once writing is completed, the ESCAPE key enacts a return to the main menu.

Full pages which are no longer required can be wiped clear by selecting ERASE and the page number. Afterwards, the cursor is returned to the top of the clean page.

All four pages of the notebook can be printed out to an attached printer by selecting the PRINT option.

The notebook can be kept for later perusal by selecting SAVE, and a previously saved notebook can be reloaded using the LOAD option.

## TELEGRAMS

Information about people and places which is unavailable to a reporter can be requested by wiring the CHRONICLE offices.

He simply enters the local telegram office and selects REPORT from the main menu. By then selecting TELEGRAM from the sub-menu, a blank telegram form will be displayed. The message can be typed onto this form, and pressing ESCAPE will send the telegram.

Provided the reporter has sufficient money to pay for the telegram, the amount will be deducted from his pocket.

On receipt, the CHRONICLE staff will search the archives for the information. Our reply will usually arrive at the telegram office the next day.

## STORY LAYOUTS

Reporters can supply the CHRONICLE with full-page layouts, enabling stories to be printed immediately. Selecting REPORT on the main menu, and then the STORY option, displays the report screen. A drop-down menu allows a full-page report to be assembled, including headlines, articles and photographs.

**HEADLINES:** When the HEADLINE option is selected, a double-height cursor will appear. The required headline can be typed in and ESCAPE pressed when finished.

**ARTICLES:** Selecting WRITE enables articles to be typed in, and the text can be edited using the CURSOR keys and DELETE. The cursor can be moved to the start of the next line with RETURN.

It is possible to move the cursor over headlines and photos, but typing over these areas will destroy what is underneath. ESCAPE enacts a return to the main menu.

**PHOTOGRAPHS:** Selecting PHOTO presents a photo selection menu and a box displaying what each photo contains. The required photo will appear on screen in double size at the current cursor position. The CURSOR keys can move the photo around the page, and SPACE will fix it in position. ESCAPE will cancel the placement and enact a return to the main menu.

**SAVING & PRINTING:** The QUIT

option on the report screen presents a menu with options for printing the whole screen, including photos, to an attached printer; saving the screen for later reference; or returning to the main game screen.

The game assumes the following printer characteristics:

**Spectrum:** If you can set up your printer so it can be driven from BASIC by the LPRINT command (or PRINT on stream 3), then set the printer up like this before you load the game and it should work. (Without any special setting up, Spectrum 48k machines or 128s in 48k mode will work with Sinclair thermal printers, 128s and Plus 2s in 128 mode will send signals on their RS232 port.) The notebook may be printed on all types of printer, but the newspaper report may only be printed on an "Epson compatible" printer. For correct printout spacing, the "auto LF on CR" switch inside your printer must be set to "on". If your printer or interface does not work with the game, you can select 'SAVE' instead of 'PRINT', this saves the screen to cassette from where you can load it and print it with a screen dump routine appropriate to your printer.

**Amstrad:** The printer should be connected to the parallel printer port on the rear of the Amstrad. As with the Spectrum, only "Epson compatible" printers, such as the Amstrad DMP2000 or DMP 3000 (but not the DMP1), will print out the newspaper reports, and the "auto LF on CR" switch inside the printer should be set to "on".

**Commodore:** The printer should be connected on the Commodore serial bus as device 4. The newspaper report printing is designed to work with the Commodore MPS803 printer.

## FREELANCE FEES

The CHRONICLE pays its reporters for every story filed using the REPORT system. This payment is made to the local bank, from whence it can be withdrawn by reporters for their investigations.

The amount of money available can be ascertained by selecting EXAMINE followed by STATUS. This will display the status screen, which shows:

**MONEY:** the amount carried.

**SANITY:** a measure of well-being and health. This is reduced by disturbing encounters and terrifying knowledge, and increased by sleep and rest. If SANITY reaches zero, all is lost.

**KNOWLEDGE:** the amount of information acquired, and a measure of a reporter's success in solving a mystery. Certain actions cannot be performed, or objects used, until enough knowledge has been acquired to understand them.

## SCREEN LAYOUT

The main screen is divided into:

**GRAPHICS AREA:** displaying current location, characters, objects and the reporter's actions.

**MENU AREA:** Only valid options are displayed, and these are selected by using the CURSOR keys to move the highlight bar the required option and then SPACE.

**INFORMATION WINDOW:** The right-hand window displays the responses to commands input, and events which happen without the reporter's interaction. It is used by the SAY command to input text when speaking.

**INCIDENT WINDOW:** displaying photos, notebook pages and telegram forms.

**CALENDAR & CLOCK.**

## LOADING & SAVING

The SYSTEM option on the main menu enables a partially completed game to be SAVED.

When the first part of the adventure is finished, a character must be SAVED for loading into the second half. Before playing PART 2, the computer must be reset, the second half loaded, followed by the previously-saved character.

## LOADING INSTRUCTIONS

**SPECTRUM 48/128:** Type the command LOAD" and then press ENTER, or use the Tape Loader option on the 128.

**COMMODORE 64/128:** Press SHIFT and RUN/STOP simultaneously.

**AMSTRAD CPC:** Press CONTROL and the small ENTER key simultaneously.

Then start the tape deck and the game will now load automatically.

## "CREDITS"

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