



## **199 RANGE**





Loading instructions:— Type LOAD "" and then press ENTER key.

Having managed to steal your report during the last few skooldaze of term, you've spent the whole holiday forging teachers' signatures and handwriting to make yourself look like the brightest, sweetest natured, most helpful little soul ever to carry a satchel.

Now all you've got to do is get it back into the Head's safe . . .

A couple of years ago, your elder brother had exactly the same problem and has lent you his old copy of the School Rules, on which he's scribbled some notes in invisible ink. Holding the paper over a bonfire made from the swot's cap, you can just make out the following:

- ★ Key to safe round nek of gurls hedmistris. She hates frogs.
- Put frog in cup in gurls kitchin so you can nock it down onto her hed. Remmember the bike.
- ★ Frogs ar kept in loked siense lab stor room. Combernasion letters held by masters—get them drunk.
- ★ Sherry in hedmistris's cubord—only unloked wen sheez shure all the boys ar back in skool.
- Fill water pistle by jumping up to botel. Put sherry in skool cups and use catopult to nock cups onto masters.
- Stink boms—Hed willopen window if you drop one wen heez near.

- Cairtaker—if you nock him out with a conker by firing catopult from top window of skool, yool be able to get passed him.
- Bike—chaned to conker tree—4 number combernasion has to be ritten on blackbord to relees it. Each master nose 1 number—soke them with water by nocking water-filled cups with catopult wilst they ar under.
- ★ Water pistle and stink boms—hidden in desks. Remmember there ar desks in the gurls skool too.
- \* Water makes flours grow.
- Catching mice is fun. Letting them go in the gurls skool is even funier.
- ★ If you get lots of lines to do, try being ekstra nice to your gurlfriend.
- ★ Only the Hed can open the study door—yool have to jump up to reech the safe.

KEYS

- Q up
- A down
- D left
- P right
- Q, A, O, P + CAPS shift to move faster.
  - fire catapult ('FIRE' on joystick)
- catch mouse/frog
- D/U drop stink bomb (if you have any)
- shoot water pistol
- H hit
- I/L jump/leap
- M mount bicycle
- release mouse (only works in girls school)
- sit/stand
- throw away water pistol
- W write

To pedal bike, use the O & P keys, or waggle the joystick.

Q lets you stand on the saddle; A lets you get off the bike. You can jump up whilst standing on the saddle.

Press 'O' when sitting at a desk to open it and find out what, if anything, is inside.

'W' lets you start writing on the blackboard. When you finish, press ENTER.

The program is set up to use the keyboard and suggested names for the characters have been included. You are given the opportunity to select one of several types of joystick, and to alter the names immediately after the game has loaded. If you want to make changes, you should press any letter key whilst the 10 second countdown is going on.

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