

48K
SPECTRUM

CODEBOOK CAPER



SCORPIO GAMESWORLD



THE GAME

You are Arfur Daley and you wish you had never got involved in the CODEBOOK CAPER. It seemed so simple at the time, just recover the secret codebook from the 60 room Pine Lodge Mansion whilst keeping your spirits high by eating the food which had thoughtfully been left lying around the house. That was before you met SPOT THE DOG, DENNIS THE PEST, Mrs MOPP and CHARLIE THE CHEF. With your smooth talking ability you can get them to trade with you, but which one wants that smelly kipper? Every step brings you more bizarre problems in this entertaining trading graphic-adventure.

HOW TO PLAY

After starting the game you will see a split screen. The top half of the screen is a 3-D view of the room you are currently in and the bottom half is text explaining who and what you can see. To perform a command in the game you must press a single key. The keys are: N - GO NORTH, S - GO SOUTH, E - GO EAST, W - GO WEST, G - TO PICK UP AN OBJECT, D TO DROP AN OBJECT, F - TO EAT FOOD, H - TO HYPERSPACE TO A RANDOM LOCATION, T - TO TRADE THE OBJECT YOU ARE CURRENTLY CARRYING WITH A CHARACTER AT THE LOCATION YOU ARE PRESENTLY AT, X-TO DISPLAY HOW MUCH ENERGY YOU HAVE LEFT, 5 - TO SAVE THE GAME ONTO A BLANK TAPE.

If you wish to see the options at any time during a game press the "O" key and they will appear in the bottom half of the screen. Remember each move costs you energy, so plan your strategy carefully. Even if you solve the CODEBOOK CAPER once, no two games are ever the same! Good Luck - You'll need it.

LOADING INSTRUCTIONS.

To load type LOAD** and press ENTER.
Start tape recorder and the program will load and run automatically. If you have any difficulty please refer to Chapter 20 of your Spectrum manual.

If you have enjoyed this game, why not try the rest of our £1.99 series. Titles include RUBY RUNABOUT, DECOR WRECKERS, STAR SEARCHER.

CAN YOU WRITE GOOD QUALITY PROGRAMS?

We are always looking for good games programs for any of the popular computers. If you have a finished game, please send it to us for evaluation. Do ensure that you record on a new C10 or C20 tape. Do not use a tape that has previously been recorded on. Programs will be returned if unsuitable, but please allow 21 days for evaluation. We pay good royalties to successful writers.

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Code Book Caper