



Full colour graphic and text adventure. Loading instructions:— Hit CTRL ENTER together, then press PLAY then any key.

For years the tiny island of St. Malcolm had basked in the Caribbean sunshine, cut off from civilisation save for an old T.V. set owned by the chief. The population became obsessed with the game of cricket, almost to the point of fanaticism. It was with relish then that the islanders agreed to a tour from the U.K. Unkown to them however the British Government had discovered that St. Malcolm was in fact rich in a certain natural resource, Guano.

It was this which had prompted the tour and it was the minister who was to accompany that tour who sought to gain the rights to it.

You are manager of the team picked to visit the island. It should be a tour like any other and make a pleasant break from the rigours of the British winter. What could go wrong?

In Part 1, you must guide your team to the St. Malcolm Cricket Ground, then in Part 2, you must play the match itself.

This is your big chance to steer your lads to victory and earn your place in cricketing history. Good luck to you! You'll need it!!!

Part 1 is recorded on Side 1. Part 2 is recorded on Side 2.

If you get stuck and require assistance then please send a stamped, self addressed envelope to the address overleaf for a complete cheat list. Unfortunately we cannot accept telephone enquiries.

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PROGRAMMERS—If you have written a good programme, for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royaltis!! Your programme could be in the shops within 3 weeks!? SEND TO: ALTERNATIVE SOFTWARE Units 3-6 Baileygate Industrial Estate. Pontefract, West Yorkshine: We will acknowledge receipt of your programme same day.

AS176

VERB LIST CRICKET CRAZY

PARTI			PARTI	
NORTH	SAY	TOSS	NORTH	PLAY
SOUTH	SPEAK	OPEN	SOUTH	HIT
EAST	ASK	UNLOCK	EAST	BOWL
WEST	TELL	WRITE	WEST	THROW
UP	CHAT	AUTOGRAPH	UP	SIT
DOWN	FLY	SMOKE	DOWN	WATCH
GET	DRIVE	WEAR	GET	GO
DROP	OPERATE	SHOOT	DROP	CATCH
PUT	PILOT	FIRE	QUIT	PREPARE
PLACE	HELP	WAIT	SAVE	READY
LOOK	RESCUE	SIT	LOAD	RUN
LIST	SMELL	SLEEP	PICTURES	SPEAK
INVENTORY	EAT	REST	GRAPHICS	TALK
TEXT	DRINK	NAP	TEXT	ASK
PICTURES	BRIBE	LIE	LIST	SAY
GRAPHICS	TRADE	LAY	INVENTORY	
QUIT	SWAP	HITCH	LOOK	
SAVE	LIGHT	BEG	SEARCH	
LOAD	PLAY	REQUEST	EXAMINE	
EXAMINE	BOWL	ACCEPT	NORTHWEST	
SEARCH	BAT	YES	NORTHEAST	
USE	CHARM	REFUSE	SOUTHWEST	
OPERATE	TOUCH	NO	SOUTHEAST	
LISTEN	STROKE	CALL	SELECT	
TYPE	SHAKE	FORM	PICK	
TURN	FEED	MAKE	CHOOSE	
SWITCH	TEAR	START	READ	
PUSH	REMOVE	BEGIN	STUDY	
ENTER	SELECT	WATCH	DECLARE	
GO	PICK	ESCAPE	PRAY	
TALK	CHOOSE		HELP	

