

**ELECTRON  
BBC**



Melbourne  
House

# HAMPSTEAD



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## A NEW TYPE OF ADVENTURE GAME

HAMPSTEAD is an adventure game for would-be social climbers. For those who have never played one before, an adventure game generally depends on the use of brainpower. Speed of reaction isn't so important. What matters is the ability to solve complex problems, which get harder the further you proceed in the game.

Most computer adventures involve a quest of some sort, usually for hidden treasure. There will often be dragons to kill and nasty goblins to avoid.

HAMPSTEAD is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In HAMPSTEAD it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport. You must meet the right sort of people and say the right things to them.

Although the old school tie never does any harm, your most important tool is simply the ruthless and skilful use of your natural cunning. At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You **know** it makes sense.

The crucial point to remember at all times is this: you cannot attain HAMPSTEAD just by going there. Your task is not merely to visit the place but to become a Hampstead person. Hampstead people may seem terribly casual, as if anything goes, but frankly you will not be invited into their homes unless you are quite clearly one of them.

# I, HAVE ATTAINED HAMPSTEAD



Here's How:

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Please rush me my diploma in social climbing.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

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0 If you need help — see reverse side.

# **HELP!**

Please

Please!

Please!!

send me the Hampstead hint-sheet.

I realise this ruins my chance of earning the diploma in social climbing.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

As the adventure begins, you are sitting around at home in your dingy little house. You have nothing. As you go and sign on to the dole, make sure you're decent and have some means of getting around. It is advisable to explore as much of your immediate area as possible since you will find things that later prove useful. Some of the things you find may seem useful, but aren't. And some of the things which at first appear useless may actually turn out to be rather vital.

### SETTING OFF

Set up the computer and load the game by typing in CH. "HAMPSTEAD." When the program is fully loaded, you will find yourself in a dingy flat somewhere in north-west London, watching '3-2-1' on television. This really is a depressing, degrading position to be in, so get moving immediately.

To get mobile, socially and physically, just use the simple compass directions north, south, east, west. Sometimes you can go north-east, north-west, south-east or south-west. You will also occasionally need to go up or down. All these movements can be abbreviated thus: N, S, E, W, NE, NW, SE, SW, U, D.

This system applies whatever your mode of transport is, be it foot, bicycle, train or car. There are places where transport is essential and places where you are better off on foot.

### LANGUAGE

Apart from movements, most of your commands will be in the form of VERB NOUN. You will frequently wish to pick things up or put them down, e.g. GET KEY, DROP KEY. If you want to investigate your surroundings more closely, SEARCH ROOM/OFFICE/SHOP, or whatever the location.

Don't forget that doors, gates and the like can be opened and closed, locked and unlocked. Sometimes you may need to get into something locked by unconventional means.

Having found an interesting object you may wish to look more closely at it, in which case EXAMINE DOGS or READ MAGAZINE. In many cases it will take a while to discover the correct command for what you want to do . . . but that's part of the fun!

### OTHER USEFUL COMMANDS

- I:** for Inventory. This will give you a list of what you have with you and what you are wearing.  
**R:** for Re-describe. You will need to do this if the screen is filled with messages and commands, and you want to remind yourself where you are and what objects are visible.  
**QUIT:** if you have had enough social climbing for one day. This is how you throw in the towel until next time.  
**SAVE/LOAD:** to enable you to save the adventure up to the point you have reached and resume later. Check your computer manual for instructions.

### SOME USEFUL VERBS

ABSTAIN	EXAMINE	LEAVE	REMOVE
ACCEPT	FIND	LOCK	RIDE
BET	FORCE	LOOK	RING
BOARD	FLY	MARRY	SEARCH
BUY	GET	MEET	STEAL
CASH	GIVE	OFFER	TAKE
CLOSE	HELP	OPEN	TRANSLATE
DRIVE	HIDE	PICK	TURN
DROP	JOIN	PRISE	UNLOCK
EAT	JUMP	QUEUE	WATCH
ENTER	KISS	READ	WEAR

'Wickedly funny and highly original.' *Commodore Horizons*

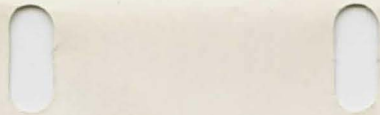
'You are sure to find Hampstead an entertaining romp up the social ladder.' *Sinclair User*

'Hampstead is an excellent example of a new type of game. It's a concept.' *Computer Trade Weekly*

'The game itself is very funny, with a joke of some description round every corner.' *Time Out*

These instructions are extracted from the hilarious 'Hampstead' booklet written by Trevor Lever and Peter Jones, to receive the booklet send a STAMPED SELF-ADDRESSED ENVELOPE larger than 145mm x 185mm and 50p to Melbourne House Publishers.

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Reviews of Hampstead on Spectrum 48K and Commodore 64:

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**HAMPSTEAD**

Classification: **Adventure**  
Level: Suitable for **Beginner to Experienced** Adventurer  
Average completion time:  
Several weeks  
Written in 100% machine language  
Loading time: 5 mins. approx.



**Made in U.K.**

