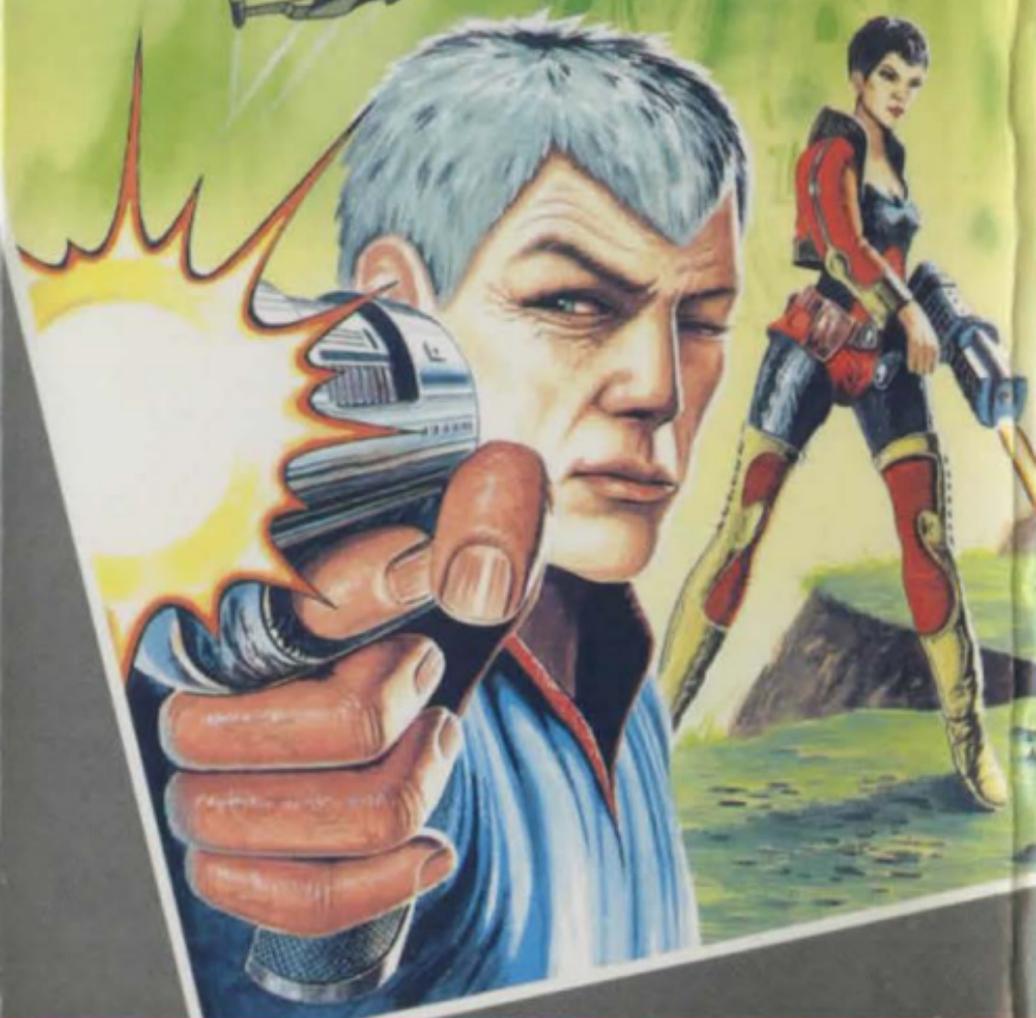




SOFTWARE

The Stainless Steel Rat Saves The World!

ALTERNATIVE



CBM 64/128

199 RANGE

The Stainless Steel Rat *Saves The World!*

Based on the book by HARRY HARRISON

Loading instructions:—

Press the SHIFT and RUN/STOP keys together.

This is an illustrated text adventure with a 200 word vocabulary. You are cast in the role of James di Griz, the Stainless Steel Rat. Your mission is to save both your wife, Angelina, and the world, by finally destroying the evil menace, 'He'. In true Rat tradition you must also look for opportunities for self-advancement. There are a variety of ways of accomplishing your mission, and a final score will reflect the most efficient solutions.

After a typical day of mayhem and intrigue, sleep comes easy for a stainless steel rat of advancing years. Waking up is a lot harder, more so if the comforting ever-present form of your delectable wife, Angelina, is conspicuous by its absence . . .

A million dastardly plots running through my brain. Then a sudden, sickening realisation . . . I sprang out of bed and made straight for Coypu's lab. This little scenario was all too familiar and, impossible as it may seem, I could sense the evil hand of He in these doings.

I arrived at the lab just in time to see Coypu disappearing into the fading time helix and had the sinking, yet invigorating, feeling that I was going to have to save the world one more time . . .

Reading Harry Harrison's book *The Stainless Steel Rat Saves the World* before you start the game is not essential—but it will give you a number of clues and certainly help you achieve higher scores, you may even save the world again!

In an adventure you instruct the computer in simple English so that you may move around from place to place, pick things up, examine objects, and carry out a number of other actions.

Instructions should be given in the standard two word format. For example:

EXAMINE BOX (press RETURN)

In some cases the computer will accept abbreviations:

- T to travel (using the time helix, once acquired)
- H to ask for help (if needed)
- I to call up an inventory of the objects in your possession

Due to the idiosyncracies of time travel, the following rules apply:

You can only transport objects across the same time zone, and not between time zones (unless they are time protected).

Your (acquired) time helix will be tuned solely to your particular brain frequencies and so cannot be used to transport anyone with different frequencies.

Control of your time helix is by manipulating the four time parameters: spin, flux, resonance and phase. You will have to experiment to discover their properties and relationships.

THE STAINLESS STEEL RAT SAVES THE WORLD—© HARRY HARRISON 1972

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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.

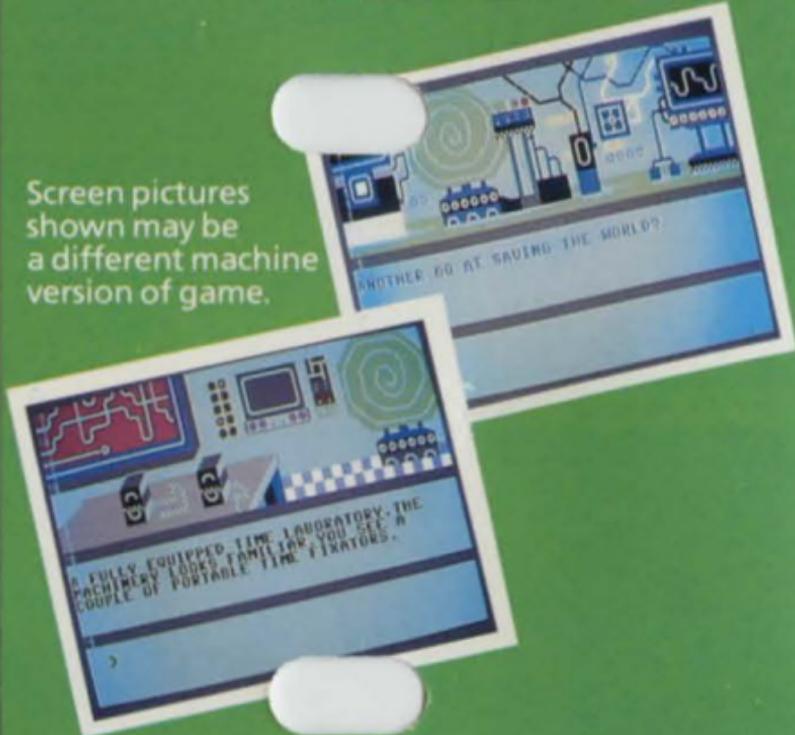
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ALTERNATIVE SOFTWARE Units 3-6 Baileygate Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day.

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Saves The World!

Screen pictures shown may be a different machine version of game.



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