

THAT'S THE SPIRIT

LOADING THE GAME

Ensure that the tape is fully rewound and then load TTS by entering:

LOAD"" and pressing ENTER

TTS will start automatically when loading is completed. Note that this copy of TTS may feature our Turbo Load system which allows loading time to be halved. However, the Turbo system is a little more sensitive than normal loading, so please ensure that your player's heads are clean, and that you either have well charged batteries in the player or are using mains supply for power.

THE GAME

The year is 1996, and the Government has gone too far. Since the formation of the World Council the people had had to put up with a lot, but it really was going too far for them to rename every city in the world.

I mean, it may not have been too bad if some bright spark hadn't noted the fact that most cities were beginning to look the same — and like New York in particular. But to then decide to call every city 'New York'? Hum that was weird.

The Government explained in a 40-page booklet the advantages of this move, about how conversation would be simplified (as in, "Hi! Where you going?" "New York!" "Well, that's great, so am I. Let's go together"). Road sign posting was greatly clarified, true, and rumour had it that both Birmingham and London were now almost easy to negotiate in a car.

And there were philosophical connotations too; for now New York was just another way of saying "everything", or "anywhere" which an appendix to the Government's 40 page booklet described as a major step forward in world unity and peace. It also solved approximately 42 other problems that no one could remember anyway.

But now things had gone too far. It had been called the 'second prohibition'. The Government had decided on a strictly 'no spirits' rule in every New York world wide. This, as you can imagine, has caused great problems for us, the city law enforcers — we have enough difficulty trying to grasp the concept, let alone the offenders.

Some of us blame the Canadians for even mentioning the possibility that Norway would win the song contest — they've won the global New York Song contest every year since.

So here I am, a new kind of Spirit chaser in what some reckon was the original New York. Inflation has wreaked havoc, and rumour has it that it just materialised and is held up with its lady on Liberty Island. This could be bad news, the philosophical connotations hardly being touched upon in the Government's 40 page report; New York is in danger and as we are well aware New York is now all we've got . . .

Shouldn't be too much trouble on the streets these days, nothing substantial anyway. Maybe a few rogue grannies who escaped the age-round up a few years back. And maybe a few break-dancers, discarded nuclear generators, unused micro computers . . . you know, the usual stuff.

I'd feel a lot surer of my task if I could remember where I'd left my Electronic Detector of Ghostly Entities . . . that'd fry the little creeps.

CONTROLS

The reverse side of these instructions has a keyboard overlay which you might (if you have a non-plus Spectrum) like to cut out and use. In fact bearing in mind that this game relies to a great extent upon single-key entry of commands, you may be well advised to use this overlay, or at least keep it close at hand for reference.

There are many things to discover in this game, but many of the single-key commands should be clear (even if it's not so clear how and when they are useful). But we will tell you that you can 'connect' different objects up and in some cases this will then enable you to use them. To connect objects arrange them so that they are above each other in the display of what you are currently carrying, and then position the 'hold' indicator over the 1st of the objects and press 'connect'.

More than that we will not say, so good luck!

Note: You can bypass the opening credits sequence by simultaneously pressing the BREAK and SPACE keys, although the authors cannot imagine why you should wish to do this . . .

Oh, by the way, there are no penguins in this game. OK?

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HOLD

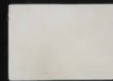
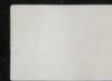
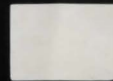
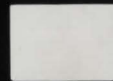
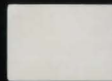
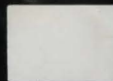
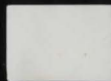
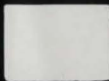
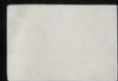
CONNECT

TAKE

DROP

THROW

HOLD



LOAD

SAVE

SOUND

SWEAR

SLEEP

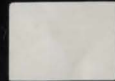
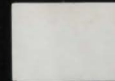
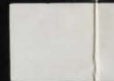
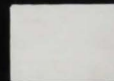
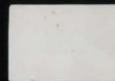
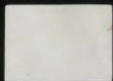
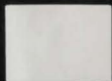
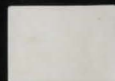
EAT

DRINK

ENTER

EXIT

SHOOT



CONTINUE

BUY

READ

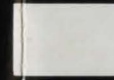
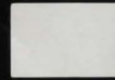
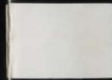
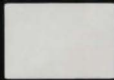
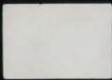
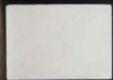
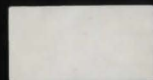
EXAMINE

HOLD

USE

★ PAUSE

★ QUIT



THE EDGE

THAT'S THE SPIRIT