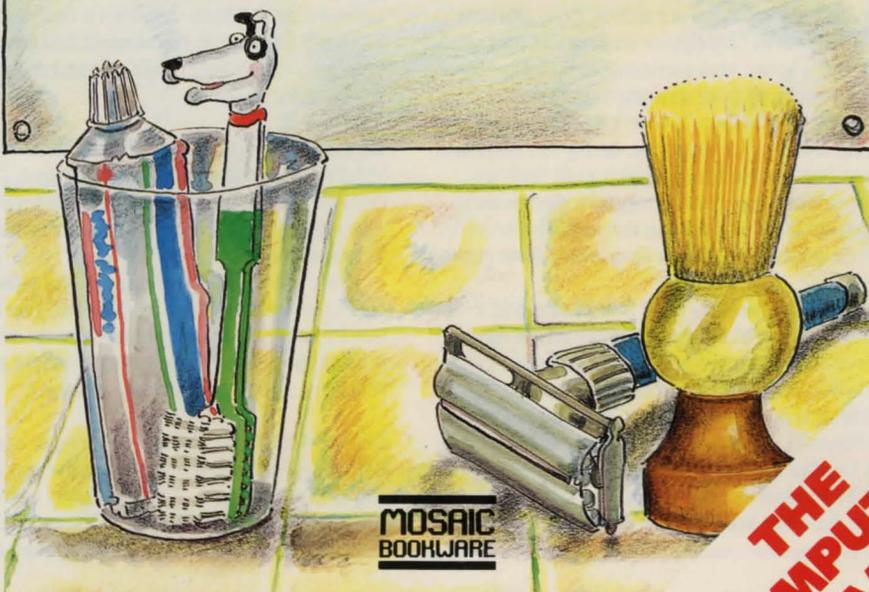


**BBC**  
Disc  
80 Track

The Secret  
**DIARY OF**  
**ADRIAN MOLE**  
aged  $13\frac{3}{4}$   
**SUE TOWNSEND**

Program by LEVEL 9



MOSAIC  
BOOKWARE

**THE  
COMPUTER  
GAME**

## INTRODUCTION

Playing this game will take you through a year in the life of Adrian Mole. When you have loaded the first part of the game, following the instructions below (under the heading *Using the Program*), you will see that as you progress through the days in Adrian's diary you will be asked to make choices for Adrian. Press a number from 1 to 3 to choose one of the options suggested. Pressing key number 4 will display the command and help system menu. This gives a list of the additional features in the game and full instructions on how to use them.

## THE GAME

Adrian is a worrier. The problems of existence hit him hard. Spots, bits of him that won't keep still, the cracks in his parents' marriage, all prey heavily on his mind. There are some consolations. A fourteen-year-old feminist, an eighty-nine-year-old chain smoker and his spoilt best friend all help to lift the gloomy introspection of Mole's moods. Mole believes he is an intellectual. He is dogged by ill-health as well as by an infuriatingly ever-present pet dog, and by a catalogue of misfortunes familiar to anyone over the age of thirteen.

The aim of the game is to make Adrian as popular as possible with everyone – family, friends, and the dog! At regular points in the game your score will appear on the screen to indicate how well you are doing. (You can aim to make Adrian as unpopular as possible and see how low a score you can achieve!)

The results of your actions may not be immediately obvious. It won't necessarily pay to overdo things: for example, being too neat and tidy might arouse his mother's guilt feelings.

There are a number of random elements in the game and your course through the troubled path of adolescence may vary every time you play.

If you have already read Sue Townsend's books *The Secret Diary of Adrian Mole Aged 13¾* and *The Growing Pains of Adrian Mole*, you will find some characters you have met before and a number of familiar scenes. But, if you haven't yet read the books, you'll still be able to play the game – and knowing the books won't necessarily give you an advantage: in the game, familiar scenes may well have a new twist.

## USING THE PROGRAM

The game consists of a number of separate programs (see disk label for details). Each program covers a few months of Adrian's life. When playing the game, press SHIFT to continue when the game pauses.

### Loading the game

To load and start the first part of the game, put the disk in the drive and follow the instructions below for your type of computer:

#### *BBC Micro B (80 track)*

Press SHIFT and BREAK together. When the program asks for a part number, type 1 and press RETURN.

#### *Commodore 64*

Type LOAD"1",8,1 and press RETURN.

Subsequent parts load as needed, provided the game disk is in the drive. If you want to start in the middle of a game, follow the instructions below for your type of computer:

#### *BBC Micro B (80 track)*

Press SHIFT and BREAK together. When the program asks for a part number, type the number of the part you want and press RETURN.

#### *Commodore 64*

Type LOAD"12",8,1 and press RETURN to select part two, or LOAD"13",8,1 for part three, and so on.

### Saving the game position

While playing the game you can save your current position (so that you can turn the computer off, yet return later to the same stage in the game).

With the CBM 64 version of the game you can save to either disk or cassette. The BBC disk version of the game saves to cassette only. (This is because saving to disk would waste a lot of memory as disk system workspace.)

#### *CBM 64 and BBC Micro – saving to cassette*

Insert a spare blank cassette in the recorder. Type 4 instead of 1-3 when asked to make a decision on behalf of Adrian Mole. This will display the command and help system on the

screen. Press the RECORD buttons on the recorder, type SAVE and press RETURN. (If the program asks for "file name", type any short word and press RETURN.) If the tape doesn't move, press RETURN again. When a message appears on the screen to tell you the save is completed, stop the recorder.

#### *CBM 64 – saving to disk*

Replace the game disk with a formatted disk of your own. Save the position as if saving to cassette (see above) adding ,8 to the "file name" (eg. ANYNAME,8). Then swap the disks back.

### Loading a saved game position

#### *CBM 64 and BBC Micro – saved position on cassette*

To load a saved game position you must be playing the same program of the game that you were playing when you saved the game (ie. that program must be loaded). Insert the cassette used to save the position in the recorder. Type 4 instead of 1-3 when asked to make a decision for Adrian to display the command and help system on the screen. Type LOAD and press RETURN. (If the program asks for a "file name", type whatever name you used to save the position and press RETURN.) Rewind the cassette on which the position was saved and press the PLAY button on the recorder. Press RETURN. When a message appears on the screen to tell you the load is completed, stop the recorder. The saved game position will appear on the screen.

#### *CBM 64 – saved position on disk*

Replace the game disk with the one you used to save the position earlier. Load the position as if loading from cassette (see above) adding ,8 to the "filename" (eg. ANYNAME,8). Then swap the disks back.

*The Secret Diary of Adrian Mole Aged 13¾ – The Computer Game* first published in Great Britain 1985 by Mosaic Publishing Ltd, 187 Upper Street, London N1 1RQ

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*Programmed by:* Pete Austin

*Pictures:* James Horsler

*Transport to your computer, adventure system and graphics system:* Mike & Nick Austin

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Caroline Holden  
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Additional text and story lines for the game by  
Pete Austin

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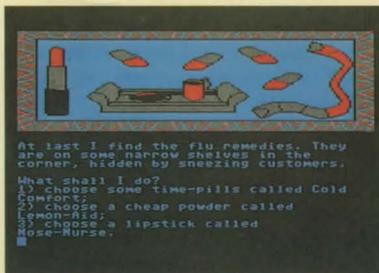
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For full instructions see reverse of this cover

I learned today that I am to be the subject of a computer game. The object of the game is to make me popular with everyone, which sounds dead brilliant. Apparently they've written an enormous programme containing 200 kilos of text, which Brainbox Henderson says is a lot. Now everyone else can have a go at coping with all the problems that beset me over an entire year of my life. It's an illustrated text game, which means you have artistic pictures to look at while you ponder about what to do next. So have a go, and see what it's like being a budding intellectual and poet who has to cope with my family, friends and the dog. Then you'll know what I have to put up with. Ha! Ha! Ha!



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