TANDY 32K Ext.Basic
DRAGON 32

# OPERATION

## SAFRAS

*(Pettigrew II)*

OPERATION **SAFRAS**

Three-part modern day adventure involving an epic search for the legendary Safras sword and the challenges that follow. In text and high resolution graphics, with incredible sound effects.

**TANDY**
**Colour**
**32K**
Ext.Basic
DRAGON 32
267355

Custom Manufactured
For **TANDY** CORPORATION
BILSTON ROAD WEDNESBURY WEST MIDLANDS

**SHARDS**
*Software*
SHARDS SOFTWARE

The follow-up to Pettigrews Diary, **Operation Safras** in fact, comes first. You therefore don't need to have solved Pettigrews Diary first (see reverse of inlay card for hints).

This cassette chronicles the adventures of Rupert James Pettigrew, secret agent extraordinaire, plucked from obscurity to embark on an epic journey to save his fellow agents, and rescue the legendary Safras sword from the evil hands of the enemy. But once found, the sword must be returned to its rightful place in the Safras caves, a task **not** to be taken lightly!

**Loading:**
CLOADM (see reverse of inlay card)

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**Shards Software Ltd.**

**LOADING INSTRUCTIONS** — See side of cassette.
There are two copies of this program on this tape. The
first one is for the Tandy Colour 32K Extended Basic,
the second version is for the Dragaon 32.

This is an adventure in three parts, each providing a
separate challenge and loading separately. You may
only progress to Part 2 when Part 1 has been
completed and likewise with Part 3.

## LOADING THE ADVENTURE

1. Put the cassette in the recorder and attach all
   leads (including remote lead if possible).
2. Type CLOADM and press Enter.
3. Press the play button on the recorder.
4. Each chapter is preceded by a leader page, while
   the main program is loading (this will take about a
   minute in each case).
5. When re-starting the adventure, always ensure
   that the cassette is fully rewound.

Each part is now briefly described.

## CHAPTER 1: THE AWAKENING

This part sets the scene for the adventures to come.
All instructions are included in the text. When
successfully completed, you are given a code.

## CHAPTER 2: THE SEARCHING

You are given £500 and a limited amount of time to
rescue the five agents. The countdown in hours (1 hour
= 1 minute real time) is shown by the agent locator
device. The white cursor tells you which agent is the
closest to you at any time. When an agent is rescued,
his signal will disappear. This is a text adventure, with a
vocabulary of over 150 words. Type the words in the
normal format of ACTION OBJECT (enter). All words
may be abbreviated to 3 letters. To travel around either
1) type 'T' or 'TRAVEL' and enter. Follow the screen
instructions. Try to figure out the 'pros and cons' of
each mode of transport, or 2) type GO LONDON (etc)
then enter, for direct travel.
When this chapter is successfully completed, you are
given a code.

## CHAPTER 3: THE RETURNING

This part consists of eight separate challenges, each
fully illustrated. You must solve each adventure in turn,
in order to reach the final climax. Each section is
preceded by a text screen. To leave this screen, press
the space bar and to return, press the @ key. To input
commands, use the same method as in Chapter 2.

Game design/programming by Steve Maltz
Sound effects provided by "Shaper" sound utility
also published by Shards Software.

If you have any problems with loading, rewind the tape and try
again, adjusting the recorder volume control until loading is
satisfactory. If you have any persistent problems, do not
hesitate to contact us.

If you find yourself completely stumped and getting nowhere
with this adventure and need some help, send an SAE, stating
your problems, to us at:-

# HINTS FOR SOLVING PETTIGREWS DIARY
## (Standing on your head)

CHAPTER 1
1. You need to retrieve both the diary and a wallet.
2. To get the wallet, you must first find the hidden key.

CHAPTER 2
1. Reading the diary itself is a good starting point.
2. Important hints are gained by reading the book titles.
3. Japanese tourists can be very useful.
4. Don't forget the phone number.
5. Ladies of the night are not always what they seem.

CHAPTER 3
1. To successfully complete this chapter you will need information gathered from previous chapters.
2. Don't lose patience in Germany. The computer understands more than you may imagine.

**1.** TANDY COLOUR 32K EXT. VERSION   **2.** DRAGON 32K VERSION

# OPERATION SAFRAS

To Load Type CLOADM then press ENTER.

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