

TANDY  
Colour  
32K  
Ext. Basic  
DRAGON 32  
267354

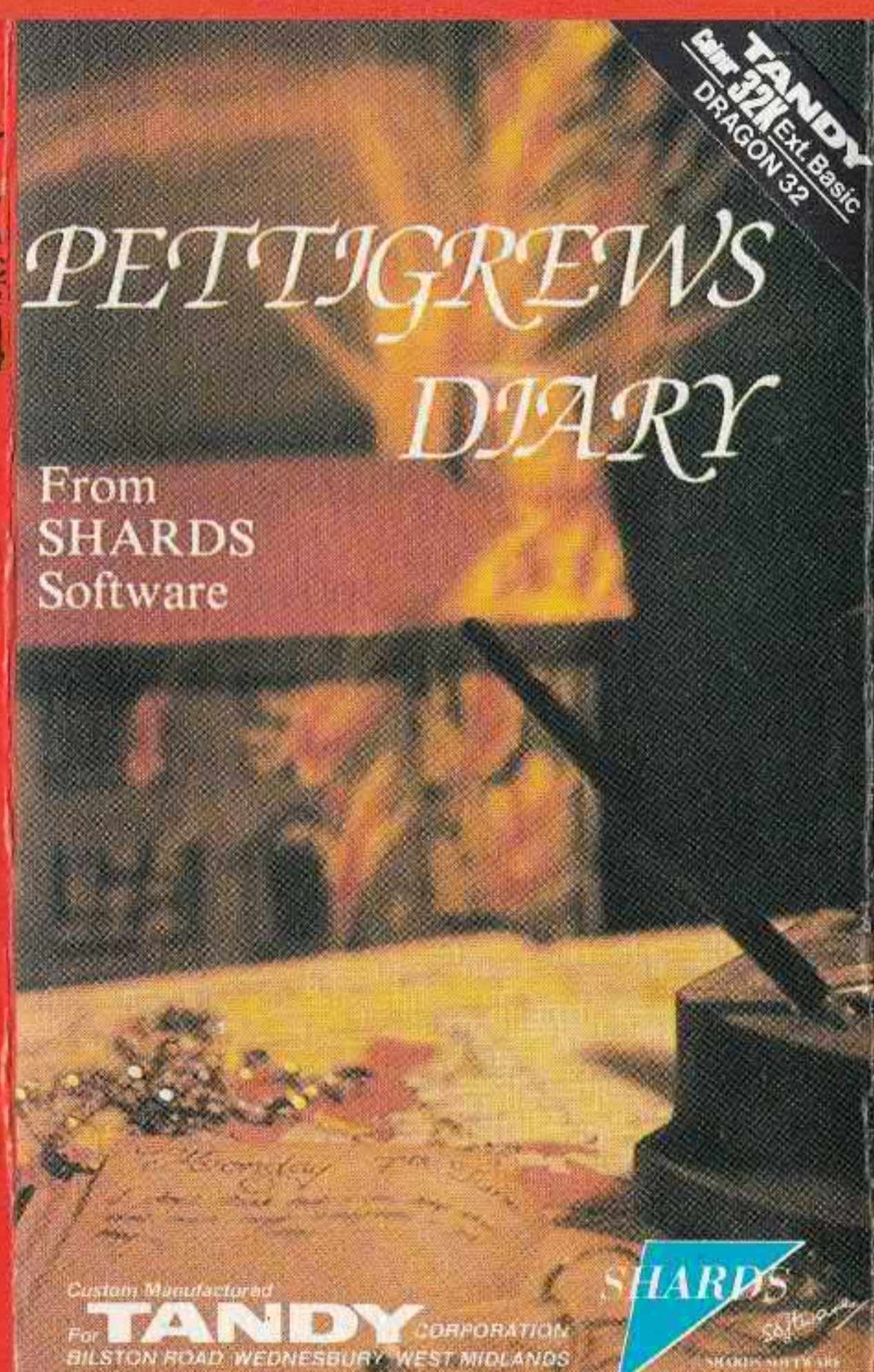
# PETTIGREWS DIARY

Epic three part family adventure spanning six countries in a search to unravel the secrets of the diary. In text and high resolution graphics.

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June 13<sup>th</sup>

At last the mysteries seem to be unfolding before me. Very soon, I sense, the ultimate secret will be mine. But also, I can sense the evil forces closing in. Every day they seem stranger. It is my duty, then, to maintain this journal of events, so that it may guide he who may follow, if anything should happen.....

Loading:  
CLOADM

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**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 Dragon 32.

This is an adventure in three chapters, each being an adventure in its own right and loading separately. You may only progress to Chapter 2 when Chapter 1 has been completed and likewise with Chapter 3. All three chapters are linked by the diary and its contents, and many skills and talents are needed to finish the complete adventure.

**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 title page, while the main program is loading (this will take about a minute in each case).
5. When restarting the adventure, always ensure that the cassette is fully rewind.

Each chapter is now briefly described.

**CHAPTER 1 — THE BURNING FARMHOUSE**

You are the blue cross; the deadly flames are represented by the red circles. The only keys you will use are the arrow keys, for movement, and the E, O and T keys, as explained in the lower section of the screen. In most cases, objects that you find must be Examined, before you can take any action with them.

**CHAPTER 2 — LONDON FROLICS**

This is a real-time text adventure. Being real-time you must take note of the time displayed at the top of the screen. You must also watch your money, as you need 10 pounds a day to survive . . . otherwise you don't survive! The object of this chapter will become clear on 'consultation'. When travelling in the underground, use your arrow keys for movement and the space bar to return to the streets (it will also cost you £2 a journey). This game is a traditional text adventure, with a vocabulary of over 70 nouns and 50 verbs, and a two dimensional grid structure. This adventure uses the standard word entry format of:

ACTION OBJECT (enter)  
e.g. OPEN DOOR (enter)

For speed, all words can be abbreviated to 3 letters. Movement is by the usual GO NORTH, SOUTH, EAST or WEST commands. There is also a limited help facility, on typing the word 'HELP'. There is no inventory option, as this game requires you to collect information, rather than objects. For the same reason there is no 'SAVE' option *within* this game, though you can "save" the fact that this chapter has been completed.

**CHAPTER 3 — EUROPEAN TREK**

This chapter consists of eight separate challenges, designed to test you on a wide range of abilities. Only by completing each stage successfully can you complete this chapter and hence solve the mystery of Pettigrews Diary. You may restart this chapter at any stage, providing you possess the relevant code word. All playing instructions are included in the program.

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 a SAE, stating your problems, to us at:

189 ETON ROAD, ILFORD, ESSEX. IG1 2UQ

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