

BITCHIN COMEDY

♀
SETI IV

"One I can recommend...
Refreshingly different...
Exceptionally well done..."
Your Sinclair Mag.

A

BITCHIN

PRODUCT

SPECTRUM 48/128/+2

Instructions on other side

LOADING INSTRUCTIONS:-

If you have a 48K Spectrum, type LOAD "" <ENTER>.

If you have a 128K or +2 Spectrum, go into 48K mode and then perform the above procedure.

BACKGROUND:-

You are Harry H. Hartman, the famous intrepid explorer. While exploring the tomb of the eccentric Pharaoh, Toot 'n' Come In, with your trusty African bearer

"SID", a sudden rockfall catches you by surprise, killing SID and leaving you alone in the tomb.

It's all down to you to find the way out....

PLAYING THE GAME:-

The game is of the standard adventure type, where you are given a picture and brief description of your current location. The computer will then ask you for some action to be performed, and when you have typed your action (which can be up to four words long), you will be told what, if anything, the results of your action were.

All of the most common and useful words are understood, including NORTH, SOUTH, EAST, WEST, UP, DOWN, EXAMINE, GET, DROP, LOOK, LIGHT, THROW, OPEN, CLOSE, ENTER, LEAVE etc.

Actions are described in the usual VERB/NOUN format, i.e. GET KEYS, EXAMINE DOOR. There are well over 200 words in the game's vocabulary altogether, and most situations are catered for, but if the computer does not understand a particular action, try describing it in different words. Most of the words can be abbreviated to the first few letters, and directions can be abbreviated to a single letter, i.e. N,S,E,W,U,D.

In some areas of the game, you may come into contact with ANUBIS who is a strange creature who resents your presence, and will show this by picking a fight with you. When this happens, the fight sequence will be displayed on the screen. Here will be shown what damage you are doing to each other in terms of points. After a few thumps, you will be given the option to continue with the fight or run.

The fight will continue until one of you dies or you run away.

If you become hopelessly stuck in some situation, typing QUIT will allow you to start again, or if you're really angry, try hurling a bit of abuse at the game !

FAILURE TO LOAD:-

If your copy of the game fails to load, send it back to us and if we find a genuine error we'll replace your copy in no time.

GAME PROGRAMMED BY:- Jim Whittle © 1988 Jim Whittle and Bitchin'

Bitchin' Software, 7 Cornwall Road, Stourbridge, West Midlands, DY8 4TE

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TOOT 'N' COME IN **Spectrum**