

TIME TO DIE™

An Illustrated Text Adventure Instructions

For Commodore® 64™/128™

Apple® IIe/IIc

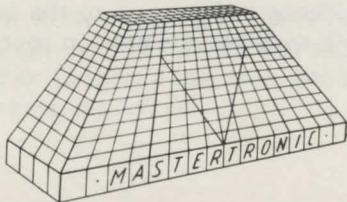
IBM® PC (with Color Card)/PCjr

Tandy® 1000

The hunter or the prey. Which would you rather be? Actually, you have no choice, because this time you're both.

Insert disk. Suddenly it's 1934, and you're Sam Harlow, private eye. Nice guy, but somebody wants you dead. Guess who? Better yet, think. Think quick. Because this could be your TIME TO DIE.

Investigate your way through a web of seedy characters in a blood-thick plot. But be careful now. Somebody's watching, and doom knows every doorway.



LOADING INSTRUCTIONS

APPLE® IIe/IIc, IBM® PC and PCjr. and TANDY® 1000

- Insert disk, label side up.
- Turn on computer.
- Follow screen instructions.

COMMODORE 64/128

- If you are using a joystick, plug it into port #2.
- Turn on computer and disk drive.
- Insert disk, label side up.
- If you are using the Commodore 128, type: GO 64 and press RETURN.
- Type: LOAD "*",8,1 and press RETURN.

THE TASK AT HAND

As private eye Sam Harlow, you must discover who is trying to murder you, collect the appropriate evidence and bring it to the police, while avoiding constant attempts on your life.

THE ILLUSTRATED TEXT ADVENTURE EXPLAINED

Overview

You are the central character in a complex adventure that begins in your office. The computer shows you the world from the character's point of view.

In order to save your skin and bring the perpetrator to justice, you must explore your world and its many characters. Search for clues, examine everything, question everyone and be on guard for danger. Then, put it all together and discover your predator. This will take a lot of thinking, some clever approaches, a good memory and a penchant for risk-taking.

INTERACTING WITH THE COMPUTER

Let the computer be your eyes, ears, voice, hands and legs. Tell it what you want to do by using the keyboard or joystick to give it commands. Commands include verbs and nouns: for instance, TALK TO MAN or TAKE WALLET. The computer also understands more complex commands, like GIVE THE FLOWERS TO THE WAITRESS.

You can string commands together, too: TALK TO MAN AND SHOW GUN. However, the computer will perform the commands separately rather than simultaneously. So in this case, if talking to the man gets you "killed," you'll never get the chance to wield your gun.

Of course, the computer isn't as smart as you are. It might not understand all of your commands. Since your vocabulary is bigger, experiment with different words and ways of expressing what you want to do. If an important command is rejected, make several attempts to reword it.

The screen displays a list of verbs and nouns. **These aren't all the words the computer understands**, but they suggest the sorts of words that you can use. They can be used in commands by pointing to them, with the joystick.

GETTING STARTED

- Select the TUTORIAL option (#2) on the menu to learn the basics of becoming a first-rate adventurer.
- When you're ready to begin, select the PLAY option (#1).

USING THE COMPUTER

NOTE: If you are using an IBM or Tandy computer, please substitute the ENTER key for the RETURN key.

The computer shows you where you are at every stage of your adventure. It will do your bidding so you can move and explore. You can use the keyboard exclusively throughout the game, or you can use it in combination with a joystick in the following ways:

TO MOVE

You can move in any of the four primary directions using the on-screen compass. Use the joystick to point to (N) to go north/forward, (E) to go east/right, (S) to go south/backward and (W) to go west/left. Press RETURN to execute the command.

If you prefer, you can simply type the direction with the keyboard (example: Type W to go west) and press RETURN.

If you want to make one long move over several directions, use the keyboard to type the abbreviations (example: N.N.E.S.E.). Remember to put a period after each one. Then press RETURN.

NOTE: Arrow keys can also be used for directional moves by users of IBM PC, PCjr, and Tandy computers only.

TO GET (TAKE) OBJECTS

You begin the game with a wallet and a gun. These are displayed on-screen in your "Inventory." As you progress, you will often encounter additional objects that you'll want to add to this inventory.

- If a desired object is visible on the screen, point to it, using the joystick, and press the (left) button. If the object is 'available' to be taken, it will appear in your inventory.
- If the object is not visible, or if you prefer in either case to use the keyboard, simply type GET THE _____ (fill in) _____ and press RETURN.
- To get every available object in sight, type GET ALL and press RETURN.
- Objects successfully taken will appear on-screen in your inventory. For on on-screen list of your current inventory, type 1 and press RETURN.

TO DROP OBJECTS

When your inventory space is full, you won't be able to take any more objects unless you DROP at least one of them.

- Use the mouse or joystick to point to the unwanted object in your inventory and press the (left) button.
- If you prefer to use the keyboard, type DROP THE _____ (fill in) _____ and press RETURN.
- To drop **all** the objects in your inventory, type DROP ALL and press RETURN.

TO EXAMINE OBJECTS

By examining every person, place and thing, you will often get valuable clues in the text responses.

- Use commands like LOOK AT or EXAMINE when referring to the object of your curiosity.
- Again, you can type the commands entirely with the keyboard or use the joystick to point to the objects, nouns and verbs on the screen display.

TO SAVE A GAME

If you wish to stop playing in the middle of a game, you can assign a number to it and save it onto the disk. Then, at a later time, you can pick up right where you left off.

ON THE KEYBOARD (ALL SYSTEMS):

- Type SAVE GAME and press RETURN.
- Follow the on-screen request for number assignment.

USING A JOYSTICK:

- Bring the arrow to the top left half of the screen. (Commodore 64/128) and Apple users can see the word "SAVE" at screen top).
- Press and **hold** the right joystick button to view the "pull down" menu.
- The marker to the left on the numbers indicates the last game saved.
- Point to the number you wish to assign to the new game.
- Release the button.

NOTE: If you are an IBM or Tandy user, you may have a joystick with only one button. If so, you can't use the pull-down menu procedure described above. Instead, use the keyboard procedure.

TO LOAD A GAME

Any game that is saved can be loaded back into the computer and onto the screen.

The procedures for loading a game are the same as for saving a game, described above. Just type LOAD GAME (instead of "Save Game") or, if you're using a joystick, point to the pull down LOAD menu (instead of the SAVE menu) as described above.

COMMAND SHORTCUTS

QUICKSAVE/QUICKLOAD. Type QUICKSAVE before each risky move! It will enact and **Informal** saving of your current game, with no number assignment given. It is automatically erased when another game is Quicksaved. Should you meet with your demise and, thus, end the game, type Y to begin the game again; then type QUICKLOAD. This will load the game from Quicksave, and you can pick up where you left off.

PRE-SET COMMANDS. Two columns of words appear on the right side of the screen. The first column contains verbs; the second contains nouns. To cut down typing time, point to a desired word with the joystick and press the (left) button. The word will appear on the command line.

TO ERASE part of a command line, use the delete, backspace or horizontal arrow keys, depending on which computer you are using.

FUNCTION KEYS. Your computer's function keys are additional shortcuts to typing commands. Whenever a function key is pressed, the following words will appear on the command line:

KEY	FUNCTION
1	SAVE GAME
2	LOAD GAME
3	REPEAT LAST COMMAND
4	TELL ME ABOUT (fill in)
5	DROP (fill in)
6	GET ALL
7	QUICKSAVE
8	QUICKLOAD
9	TALK TO THE (fill in)
10	LOOK AT THE (fill in)

NOTE: IBM and Tandy computers feature all ten function keys. Apple IIe/IIc computers feature function keys 1 — 9. Commodore 64/128 computers feature function keys 1 — 8.

IBM PCjr users must simultaneously press the key marked "Fn" and the desired function key number.

Apple II users must press the SHIFT key and the desired function key.

CREDITS

Created by Interplay Productions.

Plot design by Brian Fargo and Michael Cranford.

Script by Subway Software.

Artwork by David Lowery, Curt Toumanian and Greg Miller.

Art criticism by Troy Miles.

Programming by Ayman Adham, William Heineman, Jay Patel, Troy P. Worrell.

Program Testing and overall assistance by Pam Levins.

Produced by Dick Lehrberg.

This manual was written by Susan Monteleone and revised by Kim Farr.

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Virgin Mastertronic Intl. Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Virgin Mastertronic Intl. Inc. are violations of U.S. Copyright Law and are hereby expressly forbidden.

Commodore 64™/128™ is a trademark of Commodore Electronics Ltd. Tandy® is a registered trademark of Tandy Corp. IBM® is a registered trademark of International Business Machines Corp. Apple® is a trademark of Apple Computer Inc.