

Back to Skool!

(Skeoldaze Too)

MADE IN SWITZERLAND



BACK TO SKOOL

Having managed to steal your report during the last few skooldaze of term, you've spent the whole holiday forging teachers' signatures and handwriting to make yourself look like the brightest, sweetest natured, most helpful little soul ever to carry a satchel.

Now all you've got to do is get it back into the Head's safe . . .

A couple of years ago, your elder brother had exactly the same problem and has lent you his old copy of the School Rules, on which he's scribbled some notes in invisible ink. Holding the paper over a bonfire made from the swot's cap, you can just make out the following:

- ★ Key to safe round nek of gurls hedmistris. She hates frogs.
- ★ Put frog in cup in gurls kitchin so you can nock it down onto her hed. Remmember the bike.
- ★ Frogs ar kept in loked siense lab stor room. Combernasion letters held by masters – get them drunk.
- ★ Sherry in hedmistris's cubord – only unloked wen sheez shure all the boys ar back in skool.
- ★ Fill water pistle by jumping up to botel. Put sherry in skool cups and use catopult to nock cups onto masters.

- ★ Stink bombs – Hed will open window if you drop one wen heez near.
- ★ Cairtaker – if you nock him out with a conker by firing catopult from top window of skool, yool be able to get passed him.
- ★ Bike – chaned to conker tree – 4 number combernasion has to be ritten on blackbord to relees it. Each master nose 1 number – soke them with water by nocking water-filled cups with catopult wilst they ar under.
- ★ Water pistle and stink bombs – hidden in desks. Remmember there ar desks in the gurls skool too.
- ★ Water makes flours grow.
- ★ Catching mice is fun. Letting them go in the gurls skool is even funier.
- ★ If you get lots of lines to do, try being ekstra nice to your gurlfrend!
- ★ Only the Hed can open the study dore – yool have to jump up to reech the safe.

**Microsphere Computer Services Ltd.
72, Rosebery Road, London N10 2LA.**

KEYS AND JOYSTICKS

Q - up
A - down
O - left
P - right
Press Q, A, O, P + CAPS shift to move faster.

F - fire catapult (or press 'FIRE' button on joystick)
C - catch mouse/frog
D/U - drop stink bomb (if you have any)
G - shoot water pistol
H - hit
J/L - jump/leap
M - mount bicycle
R - release mouse (only works in girls school)
S - sit/stand
T - throw away water pistol
W - write

To pedal bike, use the O & P keys, or waggle the joystick.

Q (up) lets you stand on the saddle; A (down) lets you get off the bike. You can jump up whilst standing on the saddle.

Press 'O' when sitting at a desk to open it and find out what, if anything, is inside.

'W' lets you start writing on the blackboard. When you finish, press ENTER.

The program is set up to use the keyboard and suggested names for the characters have been included. You are given the opportunity to select one of several types of joystick, and to alter the names immediately after the game has loaded. If you want to make changes, you should press any letter key whilst the 10 second countdown is going on.

LOADING THE PROGRAM

To load 'Back to Skool':-

1. Important. Unplug your computer and reconnect it, to clear it completely.
2. Set the volume control on your cassette recorder to somewhere near the middle. Rewind the cassette to the beginning of the tape.
3. Connect the EAR socket of the cassette recorder to the EAR socket of the Spectrum. Make sure that there is nothing in the MIC socket of the recorder.
4. Type in LOAD "".
5. Press ENTER and start your cassette recorder playing.

If the tape fails to load, try again with different volume levels. The program is recorded on both sides of the tape, so if one side fails to load you should try the other side. The program is recorded in two slightly different ways to allow for the full range of cassette players.

If it still fails to load, return it to the shop it was bought from in the first instance. If this is not possible, send it back to MICROSPHERE at the above address, with proof of purchase and stating when and where it was bought, for a replacement. Replacements will only be given to the original purchaser upon satisfactory proof of purchase.

This program and documentation, its content, game principles and graphical presentation are copyright Microsphere Computer Services Ltd. They may not be reproduced, in part or in whole by any means or in any form without the express permission of the copyright holder. Penalties for infringement of copyright are high. This program is sold subject to the condition that it will not be lent or hired out.

"BACK TO SKOOL"

48K
Spectrum

**© Microsphere Computer
Services Ltd. 1985
Made in England
RRP £6.95**



5 012363 100032