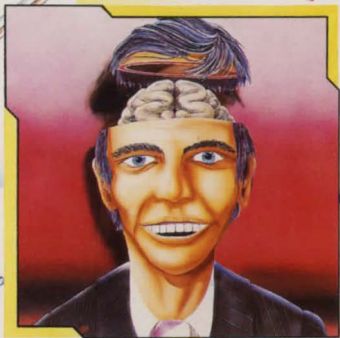


Journey to the Centre of Eddie Smith's Head

spectrum 48k



PLAYERS

LOADING INSTRUCTIONS

Type: LOAD " "

THE STORY

Until five days ago Eddie Smith was one of the Government's top Physicists. Then accidentally, while working on the development of an atomic bomb, big enough to destroy the planet earth, he bumped his head on a nuclear reactor.

The bomb has sent Eddie mad and he is threatening the world with his bomb.

You will play the part of one of Eddie's colleagues and must explore the city and laboratories where Eddie worked and lived to find a way of defusing the bomb and saving our modern civilization.

When the game is loaded a title screen will appear and you will be ready to start playing. Press any key to start and the computer will describe your surroundings listing any objects visible and exits to other locations.

COMMAND SYNTAX

Only two words are required by the computer for your instructions and words can be abbreviated to the first four letters of that word.

eg: GET GUN

DROP SYRINGE

FIRE GUN

MAGIC RING

There is a magic ring which is placed in your possession when the game begins. This is used to get out of a sticky situation and is used as follows:-

Type "RUB RING" and you will be transported back to your own laboratory, still carrying the objects that you had previously except the ring, which can only be used once.

SPECIAL COMMANDS

- 1) HELP - Will display help message where appropriate.
- 2) INVENTORY (or I) - Will list all objects that you are carrying.
- 3) LOOK - Will display all text within your location and if there is a picture associated with the text it will also be displayed.
- 4) RE-DESCRIBE - The same as look, but will not display any graphics.
- 5) DIRECTION COMMANDS - These commands can be given in full e.g North or abbreviated to N.
- 6) SAVE - This command is used to save your current position and status on tape.
- 7) LOAD - This command is used to restore your previous position and status from the tape.
- 8) QUIT - If confirmed will terminate the game.
- 9) SCORE - Will display your score so far as a percentage.

GRAPHICS

Some of the locations that you have visited have pictures associated with them on your first visit to the location the picture will be displayed. To continue press any key.

If you have already visited the location, no picture will appear unless you use the "LOOK" command.



HAVE YOU WRITTEN A GOOD GAME?
IF THE ANSWER IS YES, AND YOU WOULD LIKE
PLAYERS TO EVALUATE IT FOR PUBLISHING

THEN WRITE TO:
THE EVALUATION MANAGER
PLAYERS SOFTWARE
MERCURY HOUSE
CALLEVA PARK INDUSTRIAL ESTATE
ALDERMASTON BERKS

PLAYERS

Journey to the Centre of
Eddie Smith's Head

spectrum



A freak incident has occurred regarding one of the Government's Top Physicists. Eddie Smith, whilst working on the development of an atomic bomb, bumped his head on the nuclear reactor. Eddie has gone RAVING BONKERS! and is threatening our world with his bomb. You have got to investigate the scene of the incident and find a way of defusing the bomb. The Queen and all your friends depend on you! GET TO IT, BEFORE IT'S TOO LATE.

WRITTEN BY:
DAVID WAITE
PRODUCED BY:
RICHARD PAUL JONES

PLAYERS