



# FRENCH

**on the  
RUN!**

By Francis Clarke  
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BBC Micro  
& Electron

DATABASE SOFTWARE

MAJOR PLACE NAMES  
IN FRENCH ON THE RUN



## OPERATIONS FILE

The year is 1943. You're a war-time British pilot shot down over France, which has been defeated and occupied by the Germans. Your task is to get safely back to Britain by passing as a Frenchman.

If you manage to do this well enough you'll be trusted by the French Resistance movement with a coded message. If they do trust you, and if you can de-code the message, write immediately to the address given in the program. The first person to break the code will be rewarded with a weekend in Paris.

## FRENCH ON THE RUN!

French on the Run! consists of four separate modules, called Routes, which must normally be attempted in order. To enter Routes 2, 3 and 4 you'll need a password, and this will be supplied by the program as you successfully complete Routes 1, 2 and 3. The password is linked to the name you give as you enter a route.

When you type in your name and the password, confirm each of them by pressing Return. Use the Delete key you make a mistake. If your name contains an accent, like André, you can use the function keys, which will generate the standard French accented characters – for instance, f0 is é.

At the beginning of Route 1 some vital information will be given to you. If you have to start the route again you can miss it out, but don't ignore it the first time, since without it life will be unnecessarily difficult.

You start each route with a certain amount of money, and you're up against a time limit. You'll be told the deadline by which you have to arrive at the border.

A status line at the top of the screen will keep you informed of the date, time, and how much money you have left. Keep a good eye on it, especially when making decisions about which form of transport to use – some are more

expensive, but quicker.

The map of France provided will tell you where you are in relation to your destination. It will therefore help you decide about things like whether it's worth stopping to earn some money if time is getting short.

Running out of money is disastrous – you'll not be able to reach the border unless you can get some, and that's not easy. If you run out of time, you can go on (just for practice) but you'll be too late to meet your contact and get your password for the next route.

As you make progress across France, possible responses to questions and situations will be presented on the screen. You select a response by keying in the appropriate number.

An arrow will appear beside the response you have chosen, and at this point you can change your mind by simply keying in another number. When you press Return, however, your decision is irrevocable.

Take particular care when a flashing skull appears in the bottom left-hand corner of the screen – a bad decision here could be fatal.

After you have confirmed your choice, any linguistically incorrect responses will be deleted one by one, leaving the correct form on the screen.

The best way to be sure of getting through a route if you have to start again is always to

remember what is left on the screen. But there's no point in remembering the number assigned to the correct answer – it may change next time around.

Once the program has commented on your selection, you move on by pressing the space bar. But before doing this, you can recover all the responses by pressing R (for Recall). This can be of use in sorting out where you went wrong, and for discussion when the program is used with a teacher or a friend.

Occasionally, the wrong answer to a question may seem to incur no penalty. Don't be fooled ... if you had been right, you would have benefitted in some way.

If you find you can't manage to get through a route successfully, even after several attempts, there is one cowardly way of progressing – open the sealed envelope marked ULTRA-SECRET. But if you have to use the information the envelope contains rather than completing each route properly, you'll stand virtually no chance of breaking the final code.

## CHANGING COLOUR AND SOUND

The Basic program FOR, which loads the data files, contains some data statements which can be altered to vary the screen display and sound volume. If you LOAD and LIST the program you will see that there are REMarks which explain how to do this.

*French on the Run!* is fully compatible with the Acorn Electron, BBC model B, Master 128 and Master Compact.

## LOADING INSTRUCTIONS

*Tape version:*

- Make sure the tape is wound to the beginning.
- If you have a BBC Micro with a disc or network filing system, type \*TAPE (Return).
- Type CHAIN "FOR" (Return).

After the file P is loaded, the word "Searching" will appear in the text window. One of four files will then be found, called 1, 2, 3 and 4, each of which corresponds to a Route. They appear on the tape in that order, so you can wind it on to reach one of the later ones after selecting its number in the text window.

*Disc version:*

While holding down the Shift key, press Break.

On a machine which is fitted with a filing system, such as the ADFS, which has higher priority than the disc filing system, hold down the D key as well as the Shift key while Break is pressed.

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## DATABASE SOFTWARE

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