

#### LOADING INSTRUCTIONS

Place the cassette in the Commodore cassette player, and press the PLAY button, Enter LOAD"GRAND" or LOAD then press the RETURN key.

The Commodore 64 will search the tape, and the message FOUND GRAND should appear on the screen. After approximately 10 seconds, the program will commence loading. Due to the speed loading program, PAVLODA, loading of this program requires less than 3 minutes! The game will start automatically upon successful loading.

## THE GAME

You are a government agent, sent after the thieves who stole the plans of a secret new super-computer. You have traced the thieves here, to the Grand Hotel where they have hidden the plans. You have until midnight to recover them and escape from the Hotel. Be cunning, be careful and be quick!

#### MOVEMENT

Movement left and right can be controlled by either joystick or keyboard control. The keys for movement are the "," and "." keys.

Obviously when you come up to an obstacle such as a closed door, you will need to remove the obstacles before proceeding further.

You can vary the speed of left/right movement by pressing any of the keys 1-9 when you are stationary (9 is the fastest).

There are many floors in the Hotel - you can control the lift with the commands GO UP and GO DOWN. Outside the may CLIMB FIREESCAPE and DESCEND FIREESCAPE.

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Address

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**AFFIX** STAMP HERE

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# Please cross out inapplicable address

U.K.

#### **TEXT INPUT**

The text input in Grand Larceny is through two-word commands, made up of a verb/action followed by an object.

The allowed verbs are:

EXAMINE	UNLOCK	USE	
GET	SHOOT	TAKE	
DROP	BRIBE	KILL	
INVENTORY	LOOK	PLAY	
GO	WEAR	GIVE	
BUY	READ	CRACK	
WATCH	CALL	LOOK	
OPEN	EAT	SEARCH	

All of these verbs are followed by nouns except for the words LOOK and INVENTORY.

#### COMPUTER RESPONSE

The computer will respond to your commands with text in the middle of the screen.

If you should omit the object from your command, such as by typing just GET and the computer will respond with WHAT? Note that you must type in the entire command, such as GET ROPE, not just ROPE.

## **OBJECT OF THE GAME**

You must recover the stolen plans and escape by 12.00 midnight — or else!

#### DANGERS

You will face many and various dangers in Grand Larceny. Beware the evils of drinking and gambling - and remember you are a spy in the hotel and not a guest.

### HINTS

The computer only uses the first two letters of the words you enter, so you can save time by typing "TA SI" rather than "TAKE SILVER". If you have tried several different ways to do something without success, it probably can't be done. Try moving on to something else — there's plenty to see in Grand Larceny.

Experienced adventurers generally make maps as they explore. If you get really stuck, go adventuring with a friend - they may think of something you haven't. And remember, the etiquette of adventuring - revealing the tricks is like announcing the end of a whodunnit — the act of a cad!

#### RESTARTING THE GAME

Pressing RESTORE at any stage during play will return you to the title page.

## PAVLODA

This program incorporates the speed-loading program PAVLODA. This utility allows cassette tapes to be loaded into the Commodore 64 as fast, or faster than with the Commodore disk drive

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# **C64**



Melbourne

**C64** 

You have until midnight to recover the stolen plans and escape from the Hotel. Be cunning, be careful and be quick!

- ★Smooth, arcade-style graphics
- ★Every location brilliantly displayed in 3-D graphics.
- ★Murder, mystery and adventure in the Grand Hotel.
- ★Exciting challenging problems full of variety and intrigue.

# Pavoda

Loads in less than 3 minutes



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Classification: Adventure

\*\*Features: Arcade-style and
graphics

Scrolling 3-D view
Level: Suitable for Beginner to

Experienced adventurers

Completion time: Weeks 100% machine language Loading time: Less than 3 minutes

MADE IN U.K.



