

CONTAINS ONE CASSETTE

ATARI

400/800/XL/XE
WITH MIN 48K RAM

COMMODORE 64

OPERA HOUSE



THE PAY-OFF



**2 EXCITING ADVENTURE GAMES
IN 2 COMPUTER FORMATS**



**bignose
software**

SECS

*It's what your hardware
has been waiting
for!!*

HOW TO PLAY "THE PAY-OFF" and "OPERA HOUSE" . . .

These adventures encourage you to use your imagination to the full, as you are thrown headlong into a daring situation, for which you must uncover the plot and solve a multitude of puzzles (some reveal vital clues, others are red herrings!). Each game is designed to infuriate you, with your computer acting as your eyes, ears, nose and hands — it tells you what is around you, and you type the action you wish to take.

You type **TWO WORDS** to describe your intended action, followed by a press of the **RETURN** key. For example,

GO COUNTER (go to the counter)

FEEL PAINTING (feel the painting)

PHONE GUARD (telephone the guard)

RUB ASH (rub the ash on the object in question) etc. etc.

and you may abbreviate each word to just the first four letters if you wish. To make the adventures even more tricky, only selected words can be used, and some of these are only recognised in certain situations (it will become obvious which words are not recognised). To help you, these are some of the words that will be useful to you at certain stages:-

N (go **NORTH**), **S** (**SOUTH**), **E** (**EAST**), **W** (**WEST**), **I** (List everything being carried), **L** (Look around), **U** (go **UP**), **D** (**DOWN**), **GET**, **MOVE**, **GO**, **LOOK**, **CLIMB**, **TAKE**, **DROP**, **OPEN**, **GIVE**, **CLOSE**, **READ**, **LISTEN**, **PLACE**, **WEAR**, **HIT**, **PULL**, **LIGHT**, **MEND**, **RUB**, **CUT**, **SMASH**, **UNLOCK**, **BREAK**.

You will need to persevere to solve each plot, and so we have included a "Save" option that allows you to pick-up where you left off next time you play; or to store your position before attempting a dangerous move! Remove the program cassette from your Recorder, and insert a suitable blank cassette wound past the clear leader at the start). Then type **SAVE**, and follow the instructions on the screen. Once a **SAVE** is complete, the game will continue from where you left off. To re-load a saved game, type **LOAD**, insert your own cassette positioned at the start of your saved game, and follow the instructions on screen. If you have just loaded one of the programs, insert your cassette positioned at the start of the saved game, and type **Y** in response to the question "Restore Previously Saved Game?". The action will continue where you left off . . .

IF YOU GET AN ERROR WHEN LOADING . . .

The Program/Data recorder you are using with your computer is a very sensitive item of hardware, and if an error occurs during **LOADING**, this does not usually mean that this cassette is faulty. We recommend the following steps if an error occurs during **LOADING** . . .

a) Check that you have set-up your Computer System correctly, and **REPEAT THE ENTIRE LOADING PROCEDURE CAREFULLY**.

b) Advance the tape to the end of one side, advance to the end of the reverse side, and repeat the entire loading procedure. You may need to repeat step b) more than once.

c) Clean the heads of your Recorder using a good "Head Cleaner" tape or as recommended by the manufacturer of the Recorder.

d) Try loading a cassette that **YOU KNOW** has loaded on your Recorder. If that does not load now, your Recorder may require attention. Consult your dealer for advice.

e) If your Recorder loads your other tapes but not this one, and none of the above steps a) - e) cure the load error, return this cassette to the dealer that sold it to you and ask them to check it for you.

LOADING PROCEDURE - ATARI COMPUTERS

TO LOAD "THE PAY-OFF" . . .

- 1) Set-up your Computer system as detailed in the relevant booklets that accompany the hardware. Ensure that the Program Recorder is connected DIRECTLY to the Computer. IF YOU DO NOT own an Atari XL or XE series computer, you will need to insert a BASIC cartridge into the Computer (XL and XE feature built-in BASIC).
- 2) Place the cassette with the RED side up (Labelled "ATARI VERSION") into your Program Recorder, and REWIND the cassette to the beginning.
- 3) Reset the Program Counter on the Recorder to "000".
- 4) Ensure that all hardware is switched ON except the Computer.
- 5) Now switch the Computer ON WHILST HOLDING DOWN THE START KEY.
- 6) Release the START key. Now press the RETURN key. The program will start to load into the Computer memory.
- 7) Various "LOADING" messages will be displayed, along with details of the program. Follow any instructions that may appear upon the screen. Loading time is approximately 12 minutes.
- 8) Once the program has loaded, a message "Restore Previous Game?" will be displayed. Type N if you have not previously saved your game, and the adventure will begin . . . Good Luck!
- 9) MAKE A NOTE OF THE NUMBER ON THE PROGRAM COUNTER. This is the starting point for loading "OPERA HOUSE". In future, you can advance the cassette to this number when you wish to play "OPERA HOUSE".

TO LOAD "OPERA HOUSE" . . .

If you have already made a note of the starting point for "OPERA HOUSE" (as described above in 9)), simply advance your cassette to this number and follow instructions 4) - 8) above.

Otherwise follow steps 1) - 9) above, and then repeat steps 4) - 8).

LOADING PROCEDURE - COMMODORE 64

TO LOAD "THE PAY-OFF" . . .

- 1) Set-up your Computer system as detailed in the relevant booklets that accompany the hardware. Ensure that the Data Recorder is connected DIRECTLY to the Computer.
- 2) Place the cassette with the BLUE side up (labelled "CBM-64 VERSION") into your Data Recorder, and REWIND the cassette to the beginning.
- 3) Reset the Program Counter on the Recorder to "000".
- 4) Switch the Computer ON, and type:- LOAD " ".
- 5) Now press the RETURN key. The program will start to load into the Computer memory.
- 6) The screen will blank, and the Recorder will start and stop several times during loading. Loading time is approximately 12 minutes.
- 7) Once the program has loaded, details about the program will be displayed. Follow any instructions that appear on the screen. If you have not previously saved your game, type N when the screen displays "Restore Previously Saved Game?", and press RETURN. The adventure will now begin . . . Good Luck!
- 8) MAKE A NOTE OF THE NUMBER ON THE PROGRAM COUNTER. This is the starting point for loading "OPERA HOUSE". In future, you can advance the cassette to this number when you wish to play "OPERA HOUSE".

TO LOAD "OPERA HOUSE" . . .

If you have already made a note of the starting point for "OPERA HOUSE" (as described above in 8)), simply advance your cassette to this number and follow instructions 4) - 7) above.

Otherwise follow steps 1) - 8) above, and then repeat steps 4) - 7).

(c) 1986 by SECS Ltd. Produced and manufactured under license from Bignose Software. The games, the program codes, game mechanics, audio-visual presentation and documentation are protected by National and International copyright laws. The distribution and sale of this production are intended for the use of the original purchaser only and for use only on the computer systems specified. This product may not be stored, translated, transmitted, reproduced or distributed in any form or by any means or offered for hire or for sale on any optional buy back basis without express written consent of SECS Ltd. All rights of author and owner reserved worldwide.

**ATARI 48K
CBM-64**

- **OPERA HOUSE**
- **THE PAY-OFF**

**SECS
1000**

**BOTH TITLES WRITTEN BY STEVE CALKIN & PETER SLEEMAN
MANUFACTURED BY SECS UNDER LICENSE
FROM BIGNOSE SOFTWARE**

(C) 1986 SECS LTD.

**MANUFACTURED IN THE UNITED KINGDOM BY SECS LTD.
514-516 ALUM ROCK ROAD, BIRMINGHAM B8 3HX, ENGLAND.**