SECS 2000

CONTAINS 1 DISKETTE

ATARI (400/800/XL/XE WITH Min. 48K)

COMMODORE 64

OPERA HOUSE

a!

TWO EXCITING NEW ADVENTURE GAMES IN 2 COMPUTER FORMATS

WRITTEN BY STEVE CALKIN & PETER SLEEMAN

bignose software

SECS

It's what your hardware has been waiting for!

HOW TO PLAY "QA!" 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, other 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 SHACK — (go into the shack)
SEND MESSAGE — (send a message using item in question)
PROD PATH — (prod the path in front)
WEAR RUCKSACK — (wear rucksack) 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, PUSH, PLACE, WEAR, HIT, PULL, LIGHT, MEND, RUB, CUT, SMASH, SHOOT, BREAK, LISTEN, UNLOCK.

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! Type SAVE to store your current position. Once a SAVE is complete, the game will continue from where you left off. To re-load a saved game, type LOAD. If you have just loaded one of the programs, type Y in response to the question "Restore Previously Saved Game?". The action will continue where you left off . . .

LOADING PROCEDURE - ATARI COMPUTERS

TO LOAD "QA!" or "OPERA HOUSE" . . .

1) Set-up your Computer system as detailed in the relevant booklets that accompany the hardware. 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 diskette into your disk drive, ENSURING THAT IT IS THE CORRECT SIDE FOR ATARI COMPUTERS (see diskette label).
3) Ensure that all hardware is switched ON except the Computer.
4) Switch the Computer ON.
5) Loading will commence now. You will be presented with a menu, offering you "OPERA HOUSE", or "QA!". Select as directed upon the screen.
6) Once the program of your choice has loaded, and you have read the title pages, 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!

LOADING PROCEDURE - COMMODORE 64

TO LOAD "QA!" or "OPERA HOUSE" . . .

1) Set-up your Computer system as detailed in the relevant booklets that accompany the hardware.
2) Place the diskette into your disk drive, ENSURING THAT IT IS THE CORRECT SIDE FOR THE COMMODORE-64 COMPUTER (see diskette label).
3) Ensure that all hardware is switched ON except the Computer.
4) Switch the Computer ON. READY will be displayed.
5) To load "OPERA HOUSE" type:—

LOAD "OPERA★", 8 (press RETURN)

To load "QA!" type:—

LOAD "QA!★", 8 (press RETURN)

6) Once the program of your choice has loaded, type RUN. Once you have read the title pages, 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!

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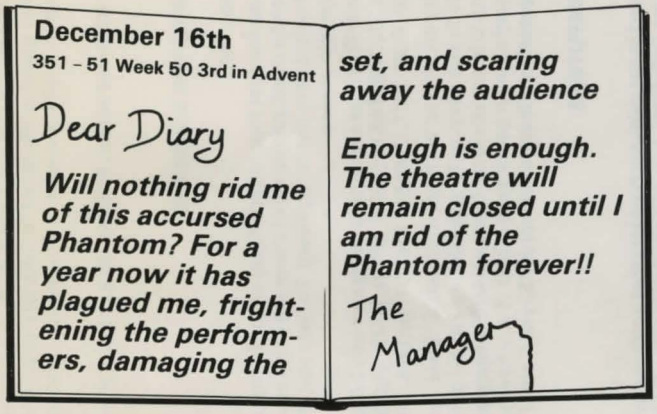
Imagine . . . your computer becomes your eyes, your ears, your nose, your hands . . . in fact, you rely totally upon your computer as you are thrown headlong into two thrilling adventures — OPERA HOUSE, where you try to outwit the legendary PHANTOM OF THE OPERA, and QA!, a daring expedition where every move costs you time — and your time is short!

Both adventures are crammed with a multitude of infuriating puzzles, some of which reveal vital clues, others are red-herrings designed to stop you unravelling the plot. Drive your imagination wild, and take on an alter-ego courtesy of your computer.

Full operating instructions on the reverse of this pull-out sheet.



OPERA HOUSE

QA!