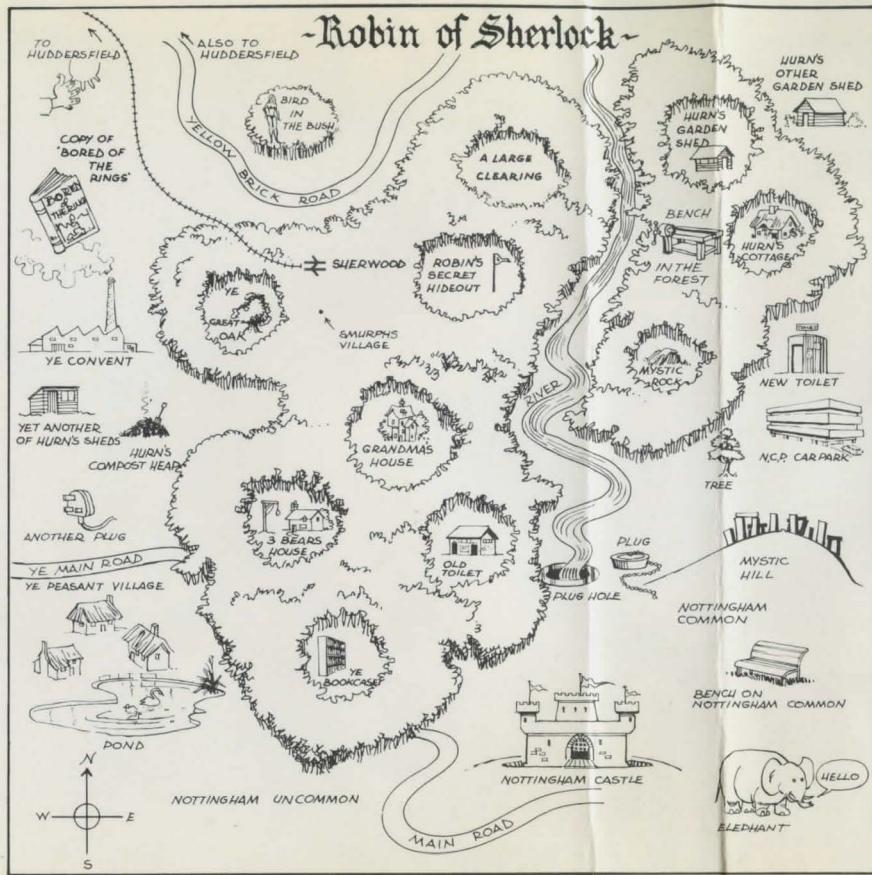


ROBIN & SHERLOCK



SILVER SOFT



Your quest is set into three parts, each of which is loaded as shown on the cassette side label. You can move freely from one part of the adventure to another and back again if you wish, along with anything that you happen to be carrying.

So for example, having investigated part 2 and returning to the start of that section; typing "GO NORTH" will produce the response "**DO YOU WISH TO SAVE?**" To return to part 1, save your game to cassette at this point, load part 1, re-load the saved game, and continue.

The computer will accept commands in ordinary English, such as **"LEAN OVER AND KISS MARIAN,"** but allows you to shorten this to a verb + noun instruction like **"KISS MARIAN."** Dialogue with characters in the game should begin with **"TALK TO (name)"** and be followed by **"TELL ME ABOUT (object),"** or anything else that springs to mind, for example **"TELL ME ABOUT YOUR ALIBI."**

A few other non-standard, but useful commands are:

RAM SAVE — will save you current status in memory.

RAM LOAD — returns you to the 'saved' position.

GRAPHICS OFF — switches graphics off.

GRAPHICS ON — switches them on again.

Note that game positions can only be stored to, and restored from tape at the end, or at the beginning, of each of the three parts.

To end the game, type 'QUIT'.

ROBIN OF SHERLOCK was written by DELTA FOUR SOFTWARE using, among other things, the Quill, the Illustrator, an HB pencil, and small pieces of paper.

Robin of Sherlock

A TEXT/GRAPHIC ADVENTURE IN 3 PARTS

By Delta Four Software

I leant back against the lamp-post, surveying the busy rush of traffic along Sherwood boulevard. It had been a hard day at the forest. First, there was the Dorothy kid, bush-whacked on her way to the Wizard of Huddersfield, her dog held to ransom. Then there was the anonymous tip-off about the convent's link with Godfather Smurph. When his name crawled out of the files it always meant some sort of racket. I smelled a rat, and one using Brut 33!

Jerking myself away from the cold security of the streetlight, I trudged down a dim alley to where I knew I could get a cab and it wasn't long before Al pulled up. Al had always been a good cabbie but that night I couldn't help noticing something odd about him, or rather his cab. It had been stolen!

Yet another mystery in one day! Something had to be going down. I figured I'd better go and check out Marian and see if she was okay. It looked like being a tough week!

"It could easily turn you into a deer-stalker."
Grandalf - BORED OF THE RINGS.

FULL INSTRUCTIONS ON THE REVERSE OF THIS INLAY

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ROBIN
of
SHERLOCK

SPECTRUM
48K