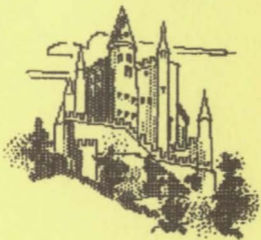


# THE ADVENTURE WORKSHOP



presents

# Rouge Midget

by

# Simon Avery

# SPECTRUM 48K

# **ROUGE MIDGET**

## **Designed and Written by Simon Avery**

Aboard the corporation mining ship, The Rouge Midget, you play a lowly scutter. Playing interstella chess one night with Holly (the ships computer), he lets it slip that the ship is due to collide with an asteroid belt in a couple of days leading to certain death for all. He has omitted to tell the remaining three lifeforms aboard as he doesn't want anybody to shout at him. You must find a way to escape from the ship and find Scutter Heaven, a local planet where humans serve scutters.

This adventure game understands all the standard adventure commands i.e. North, East, South, West, Up and Down which can be abbreviated to N, S, E, W, U, D. Some useful verbs are EXAMINE, LOOK, GET, DROP, GIVE and many more. Other important commands are INVENTORY or (I) will give you a list of what you are carrying, SAVE will save the game position to tape and LOAD will restore a previously saved position from tape.

48K

# Rouge Midget

*The Adventure Workshop*

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