

SMUGGLER'S COVE
SPECTRUM GAMES FROM
QUICKSILVA



RUNS IN 48K ON THE SINCLAIR SPECTRUM

LOADING THE PROGRAM

You will find the procedure for loading a program in the Spectrum basic manual, chapter 20. The procedure for loading Smuggler's Cove is given below:

1. Connect the ear socket of the Spectrum to the ear socket of your cassette recorder.
2. Make sure that the tape is wound to the beginning.
3. Set the volume control to a suitable level.
4. Set maximum treble, minimum bass on the tone controls.
5. Type Load ""
6. Press ENTER
7. Start the cassette recorder.
8. The program will RUN itself once loaded and will provide instructions.

If the program does not load correctly try a different volume level.

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SOFTWARE FOR THE SINCLAIR SPECTRUM FROM QUICKSILVA

SMUGGLER'S COVE

THE STORY

The year is 1753. Two miles off the North Cornish coast, huge waves pound the latest victim of the notorious Doobar, the Cutter captained by the ruthless pirate Black Beard. For many

years he had terrorised and plundered the commercial shipping operating out of Bristol, but at last the sea itself had dealt out a just retribution.

As top agent for the Royal Duchy, you are of course well aware of the rumours of a hidden hoard of Black Beards treasure and the terrible tales of those who have tried to find it. It is said that most are never heard of again, and that those that do return, do so dreadfully deteriorated in both mind and body. Until now you have discounted such rumours as nonsense, but the morning after the wreck you find the cutter's log washed up at Daymer Cove. It indicates clearly that the entrance to the cave system was used extensively by smugglers some years ago. Thinking that this might be the location of the fables treasure, you climb through the hole high in the cliffs which is the only known entrance. As you enter, you slip and fall twenty feet to the cave floor. There is now no way you can get back to the entrance, so you decide to search for the treasure and another way out.

The Ship's log also contains some words in it, which may be of use on your journey. These are: — 'LOOK', 'INV', 'N', 'E', 'S', 'W', 'U', 'D', 'TAKE', 'THROW', 'HIT', 'SCORE', 'SAVE', 'LOAD'. The main object of the adventure is of course, to escape back to the surface with the treasure, but you only score maximum points by using the best route.
GOOD LUCK!

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SMUGGLER'S COVE

Smuggler's Cove

Features:

Historical
Pirate
adventure
with text
and Hi-res
graphics.
27 locations.
65 objects.
Three
levels of
Escape.
Encounter
vicious
Pirates
and deadly
sea
monsters.

Author:

**John
Keneally**