

# DICK FRANCIS

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# TWICE SHY

PROGRAM BY  
THE RAMJAM CORPORATION



MOSAIC  
BOOKWARE

THE  
COMPUTER  
GAME

## INTRODUCTION

In this adventure based on Dick Francis' thriller, you play the part of Jonathan Derry, physics teacher at East Middlesex Comprehensive. For reasons which will become clear as you progress through the adventure, you become the custodian of a set of cassette tapes. It is up to you to find out what they do. However, there are some other characters whose concern for the health of others, particularly Jonathan Derry, is far from paramount. Perhaps they know what's on the tapes . . .

## THE GAME

The game is in two parts: part 1 is the adventure game, and is on side 1 of the tape; the racing game is on side 2. The races can be loaded whenever you find yourself at the racecourse while playing the adventure, and may successfully aid you in completing the game. And of course, if you fancy a day at the races and the odd flutter, you can load and play the racing game as a stand alone simulation.

## USING THE PROGRAM

Place the cassette in your recorder, the right side up for the side you wish to play, and ensure that it is fully rewind. Follow the instructions below for your computer. The words you type are in **bold print**. Remember to press ENTER or RETURN after each command you type.

*Spectrum 48/128*

Type **LOAD** and press PLAY on the recorder.

*Commodore 64/128*

Press the RUN/STOP key whilst holding down the SHIFT key, then press PLAY on the recorder. For Commodore 128s, switch on in C64 mode, or type **GO 64** before loading.

*Amstrad 464/664/6128*

Type **RUN** then press PLAY on your recorder. For computers fitted with disk drives, type **ITAPE** first (To get the I, hold down shift and press @).

While playing the adventure game, you may find it of use to play the racing game in order to earn some money. To do so, you must be at the racecourse in the adventure, then enter the command RACE and, following the instructions on screen, load the side of the tape with the racing game, and press a key when you're ready to start playing. However, note that you must complete a full day's racing—you can't just watch one or two races. You may then return to the same point in the adventure.

At the end of a day's racing, select the option from the closing menu to return to the adventure. Reload the adventure by turning the tape over, rewinding it to the beginning, and pressing PLAY. You will be returned to the position you were at when you loaded the racing game, though you may be a bit richer (or poorer!). Press a key when you're ready to play. (See the section below on the racing game).

## Playing the Adventure

In this game you play Jonathan Derry. To control his actions, type short English sentences, such as GO NORTH, or TAKE THE RIFLE. To save typing, movement commands like GO NORTH can be shortened to just one letter for the direction you want to go: N, S, etc. You can enter several commands at once, by separating them with a comma, or with THEN or AND. In addition, you can communicate with other characters by typing their name, followed by a valid instruction in inverted commas. The following examples are all valid commands:

GO NORTH

N

GO NORTH AND SHUT THE DOOR

GO NORTH, EAST AND SOUTH THEN SHUT THE DOOR

SAY TO JANE "TELL ME ABOUT TED"

SARAH "GO NORTH AND SHUT THE DOOR"

The game has a wide vocabulary, but will always say if it does not understand a command. The following words will

## Loading a saved game position

To load a saved position correctly, you must be playing the same part of the game that you were playing when you saved the position. Put the saved game cassette in the recorder and rewind it. Type **LOAD** and press ENTER or RETURN. Press the PLAY button on the recorder. When it has loaded, the position you saved will reappear on the screen.

If you have saved a game position to disk, it may be loaded by typing **LOAD DISK**.

## Some hints on playing

Make a map of who and what is where, and of how to get from one place to another.

Save your position frequently, in case of sudden disaster.

Until you are sure of how things work, enter only one command at a time, so that you can see the result of that command before deciding on the next one. However, multiple command entry is useful to speed up your progress round a part of the game that you know well.

Conversation or interaction with other characters relies on their attitude to you at the time. If you are not in their good books, they will simply ignore you. You can attempt to improve relationships by offering advice or objects or simply by communicating with them.

If you need more help, send a stamped addressed envelope to Twice Shy Dept, Mosaic Publishing Ltd, 187 Upper Street, London N1 1RQ for a hints sheet. You may also find it helpful to read the book, published in paperback by PAN books.

## The Racing Game

Whether the racing simulation is played independently or as a part of the adventure, the aim is to make some money. The more the better. If you are betting as a part of the adventure, all your winnings will be available to you on your return to the adventure (up to a maximum £250).

You are at the race course for one day, where six events are to be run. The events are of varying distance, run by horses of known form. In each event, you are shown the four runners, together with the odds offered. The current day's conditions are shown on the race card.

You may place money on any of the horses running, up to the limit of the cash that you have available (you could back all the horses in the race!). When you have finished betting, press ENTER or RETURN to start the race. Your earnings will be updated automatically at the end of each event.

Of course, you may wish to study the horses' form in a little more detail, in order to assess more accurately the horse most likely to win. You can do this by pressing the 'F' key while the race card and betting selection is shown. A separate screen will be presented, on which you may study the form of any horse. Simply key in the horse's running number in order to see the horse's sex, weight carried, preferred distance and preferred going, and, on the next screen, how well it did in its last three races. Pressing ENTER or RETURN will then return you to the race card. This can be repeated any number of times during the betting stage, and can also be used to study the form of any of the horses in the game, not just the runners, thus allowing you to make comparative judgements.

Like a real day at the races, if you run out of cash, you'll just have to sit back and watch the rest of the day's racing.

At the end of the day, you may select:

1. starting again with a fresh pocketful of money
2. starting again with your current earnings
3. returning to the adventure game (if you came from there)

These options are presented to you on a separate screen together with your day's progress report.

Players who have come in from the adventure game and successfully solved some of Jonathan Derry's problems



Does not understand a command. The following words will prove useful:

REDESCRIBE (R)	<i>Repeats the description of the scene.</i>
TAKE or GET	<i>Pick something up.</i>
DROP or PUT	<i>Put something down.</i>
ALL	<i>Allows you to TAKE or DROP everything without having to list all the objects.</i>
INVENTORY	<i>Tells you what you are carrying.</i>
EXAMINE or LOOK	<i>Gives further details of the object you examine.</i>
QUIT	<i>Stop the game.</i>

### **Saving the game position**

Whilst playing the game, you may save your current position, so that you can turn the computer off yet return later to the same stage in the game. You may wish to save the game before attempting some particularly hazardous command, which might otherwise set you right back to the beginning!

To do this, place a spare cassette in your recorder, type **SAVE** as a normal game command, press RECORD and PLAY on the cassette and press ENTER or RETURN. It will take a few seconds to save the game position, and then the command prompt will reappear. Stop the recorder.

Commodore and Amstrad games may be saved to disk by typing **SAVE DISK** followed by ENTER or RETURN. This will save the position, but it will overwrite any previous game position saved, as only one position can be saved to one disk. The **SAVE TAPE** command will require the use of a cassette.

... or, alternatively, solved some of Jonathan Berry's problems, may bring an item which is as useful as the Philosopher's Stone . . .

### **Loading advice**

The cassettes are tested thoroughly, and you shouldn't have any problem loading the game. If you do have difficulties, the following may help:

- Load another game from cassette to check everything is connected properly.
- Vary the volume and tone settings on your recorder if you can (fairly loud and fairly 'high' should work best).
- Clean and demagnetise the recorder (following the manufacturer's instructions).
- If you can, try another recorder.

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# TWICE SHY

**Adventure game  
and a day at the races!**

## Adventure

Enter the dangerous world of Dick Francis. As Jonathan Derry you are caught up in a search for punters' gold—a lucrative betting system.

## Racing Game

This thrilling simulation can be played quite independently from the adventure. Study the form, place your bets and watch the races to see if you've won!



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East Street,  
Leicester LE1 6NE  
Tel: (0533) 551196



For full  
instructions see  
reverse of this cover

TWICE SHY

RamJam

SPECTRUM

MOSAIC