

**THE RAM JAM CORPORATION
PRESENTS**



AN ADVENTURE



**SPECTRUM
48K**

STRICTLY CONFIDENTIAL

Form 18H

CUT HERE



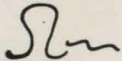
To validate this voucher please fill in all the details below in BLOCK CAPITALS

The closing months of World War Two saw frenzied efforts by the Nazis to develop beam weapons. Of these the most familiar will be the laser, although there were and are others. The principal site for this research was the plant at Rhinemunde. It was here at 6.27 on the 18th of March 1945 that nine square miles of forest were incinerated by a device mounted on the back of a truck. The damage was later assumed to be the result of the air raid that destroyed the Rhinemunde plant at 0130hrs the following day.

Extractd/Summary 1948/Sec 4.7b
(Classified 'B8')

"There was one searchlight they had there that seemed to draw fire from the ack-ack like nothing I've ever seen. Seemed to cut planes in half, it was that bright. We lost a lot of blokes on that one"

Rhinemunde de-brief/Wendover.

mt: Commanding Officer:.....


TITLE	INIT	SURNAME																			
ADDRESS																					
CITY/TOWN										COUNTY		D		M		Y		(Date of birth if under 18)			
POSTCODE		TEL		How did you learn about this program? Please tick as appropriate		<input type="checkbox"/> Advertisement		<input type="checkbox"/> Review		<input type="checkbox"/> Video		<input type="checkbox"/> Poster		<input type="checkbox"/> Friend		<input type="checkbox"/> Retailer		Other (please specify)			
DATE PROGRAM PURCHASED										D		M		Y		RETAILER NAME		RETAILER TOWN			



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The game is loaded by issuing the command:—

Press SHIFT & RUN/STOP together. Press PLAY - (C64) or type LOAD "" Press ENTER - (Spectrum)

When loading is completed, you will see an initial question on the screen which you should answer. The game will then continue.

Several features are included in all RamJam Adventures — game save/restore, Microdrive transfer (Spectrum only), sentence input, plus much more.

1. GAME SAVE/RESTORE.

At any time during play, you can save your current status by entering the command SAVE (spelt in full). Prepare the cassette recorder and follow all further commands on the screen display. This process takes roughly 30 seconds.

The game can be restarted from this saved position by entering the command LOAD (again, spell it in full). You can keep several game positions on different cassettes in order to restart from many different situations.

2. SENTENCE INPUT.

Valkyrie 17 will allow you to enter a full sentence, although it must be simple in construction. The game will analyse your command and interpret it depending on the circumstances prevailing. Good commands are:—

GET THE BLOND WIG
GET IN THE CABLE CAR
TALK TO THE MANAGER
TALK TO THE BARMAN

Bad commands are:

GET THE BLOND WIG AND WEAR IT
(in this case, only the first part will happen)
OPEN THE WINDOW AND CLIMB OUT

3. MICRODRIVE TRANSFER. (Spectrum version only)

Following the game on Side A of the cassette is an extra program which will transfer the game from cassette to microdrive cartridge. This can be loaded by first loading the main game and then stopping the cassette at this point. You can return to the Spectrum command line by

entering the command QUIT while the game is running.

Enter the command:

LOAD "V17MDLOAD" (enter)
or LOAD "" (enter) — but only if cassette is positioned as indicated above.

This program will ask for a blank microdrive cartridge to be loaded in drive 1. THIS CARTRIDGE WILL BE FORMATTED — ensure you have no valuable files held on it. The program then asks for the cassette to be rewound to the start so that the various files can be copied to microdrive. The process is complete when the main game is left running on screen (approximately 6-7 minutes in total).

The new microdrive version can then be loaded by the usual sequence of commands NEW followed directly by RUN.

Please note, however, that the game save/restore feature (above) still operates with a cassette recorder. This was deliberately retained since (a) it's actually quicker(!) — the microdrive ERASE command slows the process down and (b) it was felt that players would want to keep two or three "saved situations" while a microdrive version would only allow the latest to be recorded on any one cartridge.

4. VARIOUS REGOGNISED WORDS.

No full list — just some of the important ones:
NORTH, EAST, SOUTH, WEST, UP, DOWN (as usual)
IN, ENTER, OUT, LEAVE,
INVENTORY, INVE or just I, LIST,
REDESCRIBE (to completely redescribe a location),
GET, TAKE, DROP, ALL (only works with moveables),
SAVE, LOAD
QUIT

HINTS

Watch your back, try not to get killed and mind your language.

The RamJam Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of these words affects your statutory rights.

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PRIVATE

SECRET DOCUMENT RAM pd3
Limited Circulation B10

rotoclam: M16
ref: MANDRAKE

date: 9/8/49

no deletions

We now know that your subject ASS/1079 was Ernst Reichsmuller. That he slipped through the net is regrettable. No doubt He'll be picked up by one of the other O.P.'s. Any more thoughts on this Valkyrie 17 business?

DEPARTMENT OF INTELLIGENCE
Form d14a date: 4.9/47 Time 15.00

INT AND WHAT WERE YOUR DUTIES AT RHINEMUNDE?
SCHMIDT I WAS IN CHARGE OF SECURITY ON THE SPECIAL SECTION

INT SECTION 23
SCHMIDT YES, SECTION 23.

INT YOUR IMMEDIATE SUPERIOR WAS REICHSMULLER
SCHMIDT UNDER THE TERMS OF THE GENEVA CONVENTION YOU SHOULD NOT BE ASKING ME THESE QUESTIONS
INT WAS THIS MAN YOUR COMMANDING OFFICER. YOU SURELY RECOGNISE THE INSIGNIA EVEN IF YOU DENY THE FACT.
SCHMIDT VALKYRIE 17. YES, I KNOW IT.

Interrogation Transcript
JA/MS2R-707a/M 48 Hazelburg

CONFIDENTIAL

VALKYRIE 17

The Red Kipper Flies at Midnight

YOU GET HOME ONE EVENING

to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Drakenfeuer, Heinrich and Reichsmuller. The badge pressed into your hand on the station at . . . And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black . . .

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

On the reverse of the cassette tape are the answerphone messages.

SOUND	Beep Beep
MICRODRIVE	X/FER FUNCTION
FUN FACTOR	



LOADING TIME	5 1/2 minutes.
LOCATIONS	100+
LEVEL	7

VALKYRIE 17

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