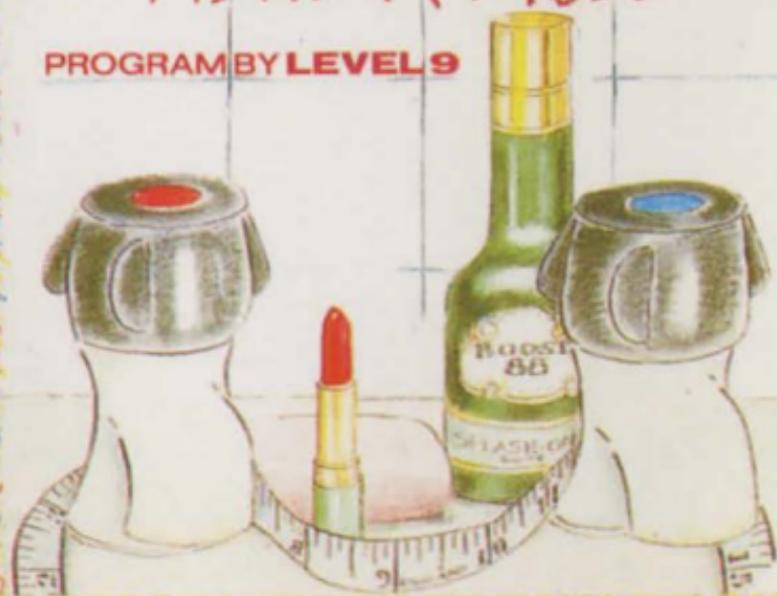


COMMODORE 64/128

Sue Townsend
THE
GROWING PAINS
OF
ADRIAN MOLE

PROGRAM BY LEVEL 9



~~RICOCHET~~
BY

MASTERTRONZIC

RICOCHET



Playing this game will take you through eighteen months of the life of Adrian Mole. When you have loaded the first part of the game, following the instructions below, you will see that as you progress through the day in Adrian's diary you will be asked to make choices for Adrian. Press a number from 1 to 3 to choose one of the options suggested. Pressing key 4 will display the command and help system menu. This will give a list of the additional features in the game and full instructions on how to use them.

THE GAME

Whether you have read Sue Townsend's best selling books or not you should have no trouble guiding Adrian through the trials and tribulations of school and family life! There are a number of random elements included so each game may be different. Adrian's view of the world is unique and entertaining and you help make decisions about all aspects of his life. He is surrounded by colourful characters and you will need to consider carefully the best way to impress them. Your ultimate aim is to make Adrian as popular as possible with everyone and at regular points in the game your score will appear as an indication of how well you are doing. (You could, of course, play it the other way and try and make Adrian as unpopular as possible!)

The game consists of a number of separate programs. Each program covers a few months of Adrian's life. When playing the game, press SHIFT to continue when the game pauses.

LOADING THE GAME

This game is a Multi-load game. When each part has loaded remember to switch the tape off and DO NOT REWIND THE TAPE.

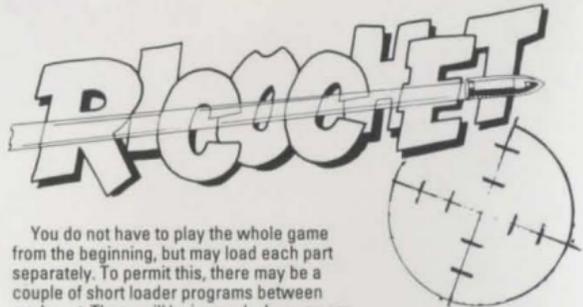
Insert the cassette into the cassette recorder. Hold down SHIFT key and press RUN/STOP. Press PLAY on the tape recorder.

When you reach the end of a program, a message on the screen will ask you if you want to go to the next program. Type YES and press ENTER or RETURN. Start the tape on PLAY and press ENTER or RETURN twice. The next program loads in the same way as the first one.

A MEMBER OF THE MASTERTRONIC GROUP OF COMPANIES

Made in Great Britain Design: Words & Pictures Ltd. London

RICOCHET

The title 'RICOCHET' is written in a large, bold, stylized font. A horizontal line, resembling a racket head, passes through the letters 'I' and 'C'. Below the letters 'O' and 'C', a circular ball with several small crosses on its surface is depicted, suggesting a ball in motion or a ball being hit.

You do not have to play the whole game from the beginning, but may load each part separately. To permit this, there may be a couple of short loader programs between each part. These will be ignored when you are chaining on from one part to another, so do not assume you have a loading fault if your computer does not immediately load the next part. If you have a tape counter on your recorder, make a note of the reading at the end of each program. This will be useful if you want to start in the middle of a game, so you can rewind to the exact place on the tape.

SAVING THE GAME

To save the game at your current position:-

1. Insert a spare blank cassette into recorder.
2. Type 4 when asked to make a decision to get command help system.
3. Type SAVE and press RECORD and PLAY on cassette recorder, then press ENTER or RETURN.
4. If the tape does not move press ENTER or RETURN again.
5. A message will appear on screen to tell you the save is complete. Stop the cassette recorder.

LOADING A SAVED GAME

To load a game you have saved:-

1. Make sure the section of the game you saved from is loaded into the computer.
2. Insert your cassette with your saved game.
3. Type 4 when asked to make a decision to get command and help systems.
4. Type LOAD and press ENTER or RETURN.
5. Rewind until you are at the beginning of the saving tape and press PLAY on cassette recorder.
6. Press ENTER or RETURN.
7. A message will appear on screen to show that load is complete. The saved game position will appear on screen.

Program and Game Design © 1987 Level 9 Computing.

Originally published by Virgin Game Ltd.

Based on The Adrian Mole Diaries by Sue Townsend.

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First published in Great Britain by Methuen, London Ltd.

Drawings Copyright © 1982, 1984, 1985 Caroline Holden.

RICOCHET

CEM 8-4/188

Welcome to the world of Adrian Mole, as seen through
the pages of his diary.

The aim of the game is to make Adrian as popular as possible with
everyone. Adrian's life is a succession of decisions which you make
on his behalf, by answering multiple choice questions.
Adrian is already an intellectual (or so he tells us), but trying to make
him popular as well is not as easy as it seems. So good luck!!!

THE
GROWING PAINS
OF
ADRIAN MOLE

RICOCHET

MANUFACTURED IN THE U.K.



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MAGNETRONIC GROUP OF COMPANIES

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