INTRODUCTION

Playing this game will take you through eighteen months in the life of Adrian Mole. When you have loaded the first part of the game, following the instructions below (under the heading *Using the Program*), you will see that as you progress through the days 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 number **4** will display the command and help system menu. This gives 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! Knowing the books won't necessarily give you an advantage: in the game, familiar scenes may well have a new twist. 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 to make Adrian as unpopular as possible!)

USING THE PROGRAM

The game consists of a number of separate programs. Please see the cassette label for the position of the different parts of the game. Each program covers a few months of Adrian's life. When playing the game, press **SHIFT** (or **RETURN** on an Atari) to continue when the game pauses.

LOADING THE GAME

To load and start the cassette version of the game, insert the cassette in the recorder and ensure that it is fully rewound. Set the tape counter to zero if your recorder has one. Then follow the instructions below, don't forget to press **RETURN** or **ENTER** after each command.

For Amstrad disc versions, please see disc label.

Amstrad CPC 464   Type **RUN""** and start the tape.

Amstrad CPC 664/6128   Type **┃TAPE** then **RUN""** (for **┃** press **SHIFT** and @)

WHEN THE GAME STARTS, DON'T FORGET TO STOP THE TAPE AND DO NOT REWIND IT.

Stop the tape when each program has loaded and restart it when it is time to load the next program.

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. Remember to stop the tape when the game starts again.

You do not need to play the whole game through 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.

LOADING ADVICE
You shouldn't have any problems loading this game, but if you do have try the following:
Try the other side of the cassette, if possible. Load another game from your recorder to check everything is connected properly. Vary the volume and tone setting on the recorder if you can. Clean and demagnetise the recorder (following the manufacturer's instructions). If you can, try another recorder.

SAVING THE GAME
While playing the game you can save your current position (so that you can turn the computer off, yet return later to the same stage in the game). To do this, insert a spare, blank cassette in the recorder.

Type **4** instead of **1-3** when asked to make a decision on behalf of Adrian Mole. This will display the command and help system on the screen. Type **SAVE** press the **RECORD** and **PLAY** buttons on the recorder, and press **ENTER** or **RETURN**. (If the program asks for a "file name," type any short word and press **ENTER** or **RETURN**.) If the tape doesn't move press **ENTER** or **RETURN** again. When a message appears on the screen to tell you the save is completed, stop the recorder.

RELOADING

When reloading your saved game, make sure the section of the game you saved from is loaded into the computer. Type **4** instead of **1-3** when asked to make a decision for Adrian then type **LOAD** and press **ENTER** or **RETURN**. (If the program asks for a "file name," type whatever name you used to save the position and press **ENTER** or **RETURN**.) Rewind until you are at the beginning of the saving tape and press the **PLAY** button on the recorder. Press **ENTER** or **RETURN**.

When a message appears on the screen to tell you the load is completed stop the recorder. The saved game position will appear on the screen.