

## **TERRORMOLINOS!**

When chubby-cheeked Cliff Richard first sang "We're all going on a summer holiday" it's unlikely that he was referring to the Costa Brava resort of Terrormolinos, because Terrormolinos is the kind of place you only visit once.

Could you survive a two-week package holiday there, with wife Beryl and kids Doreen and Ken? Among the many perils, you risk being gored by a bull, buried up to your neck in sand, being poisoned, dying of heatstroke, losing an argument with a shark and being run over by a Euro-juggernaut.

The object of the game is not merely to survive the holiday, but to take ten snapshots to prove you did it.

## **DEATH AND PHOTOGRAPHY**

TERRORMOLINOS! features a unique use of graphics. In most adventures the graphics serve just to illustrate the locations. In TERRORMOLINOS! however the graphics appear either when you make a fatal error, or when you take a successful photograph.

The graphics were created using a special process called Saucivision, patented by the authors. The system enables the essence of saucy seaside post-cards to be transferred to the computer screen.

## LOADING INSTRUCTIONS

1. Place the cassette in the tape deck and ensure that it is fully rewound.
2. Press the CTRL key and the small ENTER key simultaneously.
3. Press PLAY on the tape deck.
4. The game will now load and run automatically.
5. In the unlikely event of a loading error, please rewind the tape slightly and press PLAY. If errors persist your tape deck may need re-aligning.
6. In the most unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the nearest to you of the addresses shown. We will gladly replace it. PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE.

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## MOVING OFF

When the program is fully loaded the message WELCOME TO TERRORMOLINOS! will appear, followed by some initial instructions.

As the game begins you are not in Spain but at home in Slough. Beryl has booked a taxi to take you all to the airport. The taxi is now on its way and could arrive at any minute!

Since you have typically left all the packing until the last minute, you must quickly scoot around the house collecting everything you will need to take on holiday. In particular, don't forget your passport,

tickets, camera and suitcase. They are all somewhere in the house, and there are other things to be found, too, which you will also need.

## **BASICS**

To move around, use the normal compass directions N,S,E,W,NE,SE,NW,SW. You can also sometimes go up (U) or down (D). When using a stepladder, remember to specify UP STEPS or DOWN STEPS.

Apart from movements, most of your commands will be in the form of VERB NOUN. You will often want to pick things up or put them down, e.g. GET SNORKEL or DROP HANKY. If you want to look at something more closely, EXAMINE SETTEE, EXAMINE STEPS, or whatever.

Members of the family, and also certain other characters you will meet later, can sometimes be summoned if you CALL them.

Other useful commands are SCORE, which speaks for itself; I for Inventory, i.e. what you are carrying and wearing; R for Re-describe, in case you've forgotten where you are and what objects are visible; QUIT, when you've done enough holiday-making for one day; and SAVE GAME/LOAD GAME, to enable you to save the adventure up to the point you've reached and resume later. Check your computer manual for instructions.

## **HAPPY SNAPS**

Don't forget that your primary task, apart from keeping the family together, is to take those ten photographs. You must use your judgement as to where and when these are to be taken. Your film will have only 12 exposures, so there can be only two duds.

When you take a correct photo, it will develop itself on screen while you watch! If you take a dud, all

you will get is a sarcastic message. Make sure you don't take the same photo twice! Finally, you will have to make special arrangements for locations where there isn't much light.

Another unique feature of **TERRORMOLINOS!** is the review facility, which enables you to examine each snap you have managed to take. Just press any key to bring up the next photo. You can even do this after making a fatal error in the game.

You can also see on the screen during the game how many correct snaps you have taken.

## **EXCURSIONS**

One of the joys of going on holiday is sitting in a clapped-out bus and being jolted down a hundred miles of cart track on your way to visit some site of interest. **TERRORMOLINOS!** boasts three such excursions. We suggest you go on all of them - after all, some of the best snaps are taken on sightseeing trips.

## **SCORING**

It is possible to complete the adventure with a score of less than 100%: the extra points come from the other various activities you can engage in - which you will have to discover for yourself!

## **WANDERING OFF**

Be prepared for members of the family - and others - wandering off. You must retrieve them when they do this, otherwise who knows what could happen?

## **IN TERRORMOLINOS**

On arrival, check immediately into your hotel. Only then can you really start to "enjoy" your holiday.

Some Spanish phrases may come in useful from time to time: **HOLA** means "Hello", **SI** means "Yes",

NO means "No", if you want a room, ask for UNA HABITACION. That should do!

You may also be asked such questions as QUE QUIRE USTED? ("What do you want?") and HAY EN EL GRUPO KWIKHOL TOURS? ("Are you with the Kwikhol Tours party?")

## SOME USEFUL VERBS

GET	ADD	FIT	REMOVE	WIPE
TAKE	SWIM	RUB	RING	LEAVE
OPEN	EAT	ORDER	APPLY	KILL
JUMP	DROP	CALL	KNOT	HIRE
EXAMINE	READ	CLIMB	ENTER	GO
WAVE	WEAR	LOCK	FIRE	BOARD
LOAD				

Peter Jones & Trevor Lever - Game concept and storyline

Mike Robinson - Graphics and cover illustration

Roger Taylor & James Byrne - Programming

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