

SNODGITS



by Martin Harris

Very strange things have been happening at MYSTERY MANSION, home of Lord and Lady Snodger and their children. A turkey, a teddy bear and a rubber duck are amongst the items which just seem to have disappeared into thin air. The residents of MYSTERY MANSION try to put all the blame on the Snodgits, those cute mischievous little creatures who always seem to be up to something. Who has stolen the ice-cream from the fridge? Who spilled ink on the new carpet? The Snodgits!

Of course the world's most famous detectives such as Inspector Clousteau, Padlock Holmes and Miss Marbles to name but a few all dismiss this excuse as nonsense and have gathered at MYSTERY MANSION to solve the mysteries.

Within this web of intrigue and deceit you play the part of Benton the butler, a bungling amateur sleuth who is out to prove that he can solve the case before any of his famous competitors. However life seldom runs smoothly for Benton and he must try to discover clues and track down suspects in between his day-to-day duties of looking after the tiresome Lord and Lady Snodger and their bossy children.

So it's eyes peeled, nose to the ground, ears to the wall, leave no stone unturned and "Benton!", "Yes, m'lord, coming m'lord..."

GETTING STARTED

- 1 Place the cassette in the recorder and rewind to the beginning.
 - 2 Type *RUN"* (do not leave a space between the quotes), then press ENTER.
 - 3 Press *PLAY* on the tape recorder and then any key.
 - 4 The game will then automatically load and run.
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OPTIONS

- 1 At the start of each game you have the following control option:
 - I – Keyboard
 - D – Directional movement control (see below)
 - R – Rotational movement control (see below)Press ENTER selects the last options you picked (on start up the defaults are the keyboard and directional options).

- 2 Immediately before starting to play you have these options:
 - L – Load a new house data file. The game of Snodgits takes place in any one of the following five houses:
 - 1 – MYSTERY MANSION (The default)
 - 2 – WHODUNNIT HALL
 - 3 – SOLVINGTON HOUSE
 - 4 – SNODGERY HALL
 - 5 – THORNTON TOWERSThey are recorded on the tape in that order.
 - J – Go back to the title screen in order to reselect the control options.
Press 'fire' to play.

- 3 During play:
 - SHIFT ESC – Reset game and to the title screen
 - SHIFT P – Pause the game
 - SHIFT C – Continue after pause

CONTROLS

Directional Movement Control: Move your joystick up to make Benton walk towards the top right of the screen, down to walk towards the bottom left of screen, joystick left to walk towards top left of screen and joystick right to walk towards bottom right of screen. You may find it helpful to hold the joystick at an angle so that the direction on the joystick corresponds to the direction on the screen.

Rotational Movement Control: Move your joystick left to make Benton turn through 90 degrees to the left (anti-clockwise). Move your joystick right to make Benton turn through 90 degrees to the right (clockwise). Move your joystick up or down to make Benton walk.

Press the fire button to rotate the angle of view by 90 degrees anti-clockwise.

The corresponding keyboard controls are as follows:

	Directional		Rotational
1	Left	1	Anti-clockwise
2	Right	2	Clockwise
9	Up	8)	Walk
8	Down	9)	Walk

Or cursor control keys and copy key to fire.

HOW TO PLAY

1 DELIVERING OBJECTS

A Snodgit will tell you that someone in the house wants an object delivered to him or her. You, the butler, must go and find the object, pick it up, and deliver it.

To help you accomplish this task, there is a plan of the floor at the bottom centre of the screen.

On this plan walls are shown by white lines, objects (not being carried) are marked with a single white dot in the middle of the room, and staircases are marked with a single white dot against the wall. The magenta cursor shows your location on the plan. The green cursor shows the location of the object or person that you are advised to go to. If there is no green cursor it means that you have got to go up or down.

stairs. Going up and down stairs is done by walking up to the middle of a bannister.

The object required may be carried by another person.

When you have found the object, or the person carrying the object, walk into it to swap it with the object you are already carrying.

The object you are carrying is shown on the left of the screen next to the square marked "guilty box".

When you have the required object find the person who wants it (marked with the green cursor on the Plan) and walk up to him or her to deliver it.

2 THE CLUE TABLE — RECEIVING A CLUE

The clue table is where clues are given, suspects eliminated and guilty people identified.

There are two ways of getting a clue table on screen:

- 1 By successfully delivering an object
- 2 By "snodging a snodgit": If you can turn to face a snodgit which is only one step away then you have snodged it and you are rewarded with extra time on the clue table.

To go back to the game from the clue table simply move the flashing cursor using the up, down, left and right controls until it is over the white arrow on the magenta background (the angle of view indicator) and then press 'fire'.

A

The clue table comprises two blocks of three rows by four columns. The right hand block contains various objects, the left block the various suspects. Each row of four suspects relate directly to the corresponding row of four objects. Using your skill and logic try to discover the guilty party. You will be given up to three attempts at solving the mystery, should you fail to solve it, you will be given the answer and then a new problem will be set.

B CONVICTION OF GUILTY PARTIES

When you have decided who the guilty party is, move the special cursor to the box containing your suspect and press the fire button. If you are correct the guilty party will be automatically transferred to the GUILTY BOX and you will be returned to the main game. You must now contact a detective

straight away. When all three guilty people have been found you will advance on to a harder game with different and more rooms, and more detectives. (Round 1 has 2 floors, round 2 has 3 floors, round 3 has 4 floors, round 4 has 5 floors, subsequent rounds have 6 floors. There is a total of 200+ rooms per house, in each of 5 houses).

3 END OF GAME

The game continues until you run out of lives on either the snodgeometer or the bodgeometer. These meters are between the clock and the plan at the bottom right of the screen. The snodgeometer is the topmost meter.

You lose a life on the snodgeometer when you bump into a snodgit.

You lose a life on the bodgeometer when either:

- 1 You bump into a wall
- 2 You try to walk off a wall which you have walked on to by climbing up the steps
- 3 You walk into a piece of furniture
- 4 You walk into a person who has requested an object and you are not carrying it
- 5 You walk into a detective, but there is nobody in the guilty box.

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