

MOVIE

SPECTRUM 48k

It's program code, graphic representation, and artwork are the copyright of Imagine Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software Limited.

All rights reserved Worldwide.

This program runs on the 48K Spectrum and Spectrum +, and is operated by joystick or keyboard.

THE GAME

Make detective Grade "A" in this fascinating gangster thriller. to find the hidden tape recording and return with the message you'll need cunning and quick reactions... Broads, booze and bullets all feature in this Movie.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. ensure that the connection lead goes from EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

N.B: Type LOAD "" <ENTER> (Note there is no space between the two quotes) the " is obtained by pressing SYMBOL SHIFT and P key simultaneously. For further instructions consult the section on loading in your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls until loading takes place.

At the end of the loading process follow the screen instructions.

The Action is set in New York in the thirties. Private Detective Jack Marlow has a dangerous assignment ahead... To penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape recording and return to his office to play the message. You are Jack Marlow!

The gang-leaders inner sanctum is impossible to find without help and the nearer you approach the more of his henchmen will block your path.

In this hostile world you need a friend, one who will lead you to your goal - she is Tanya, and when you find her your troubles may be over; but beware you may run into her evil sister Vanya, who is working for Bugs... She will take you round in circles until you're bumped off!

[The two sisters look identical, trust your judgement as to which one you've found]. Negotiating your way towards the H.Q. requires fast reactions and cunning; various objects will be found in your path, guns, bombs, bottles etc.

You must use these items carefully if you wish to succeed.

It is possible to speak to the other characters in the game and question them to obtain valuable information. This is achieved by interactive "Bubble speech" typing your request via the keyboard. When you reach the doors which are guarded you will need a password to move on - this is where the right girl (Tanya) will be invaluable, as she knows the code - without her you will never reach the Mobster's office and locate his safe in which the precious tape recording has been placed.

GOOD LUCK!

CONTROLS

You may use keyboard or joystick. Keyboard controls are not re-definable. When the program has loaded press 0 key to display options. To select the option displayed press ENTER. If you do not wish to select the option displayed press C key to change to next option and so on until you have completed your choice of options. IQ option - This option gives you the ability to choose whether you wish your character to move automatically around immovable objects (IQ on) or whether you wish to completely control the movement of your character (IQ off).

DIRECTIONAL/ROTATIONAL option - This gives you the ability to select the mode of your controls i.e. where LEFT, RIGHT, UP and DOWN refer to the movement of your character within the screen (DIRECTIONAL) or where UP and DOWN will move your character forwards and backwards and where LEFT and RIGHT will rotate your character to face a particular direction (ROTATIONAL).

Press any key to start the game.

KEYBOARD

LEFT - CAPSHIFT	RIGHT - Z
UP - Q to P	DOWN - A to ENTER
FIRE - 0	

JOYSTICK

UP/FORWARD

^
|
|
LEFT <-- --> RIGHT
|

|
v
DOWN/BACKWARD

STATUS AND SCORING

On-screen scoring shows the number of rooms you have traversed as a percentage of the total and an overall score dependant upon accomplished tasks.

At the bottom of the screen is the Icon menu which allows you to move between modes and chooses the action which you wish to pursue. Also shown above the Icon menu are the objects you are carrying - your INVENTORY.

INVENTORY DROP PICK-UP SHOOT WALK TALK PUNCH THROW HALT ABORT

To move to the Icon menu, press the FIRE button, move the Icon cursor (rectangular box) over the required Mode and press FIRE again.

To Halt the game move over H Icon and press FIRE, to restart press FIRE.

To Abort move cursor over A Icon and press FIRE twice.

To use an item you are carrying select INVENTORY using the Icon cursor, you can then move the inventory arrow to the item you wish to use.

HINTS AND TIPS

Map the game, this will help if you need to retrace your steps, or run into the wrong girl.

If the girl makes a request (i.e. "Get me a whisky") you must obey, otherwise she won't continue to help you. (Do this by finding the bottle and dropping it in the room where she is.

Don't let the girl come to any harm, you must protect her at all costs for she is the key to accomplishing your mission.

You must devise ways of overcoming the traps in the game:- for instance you can reach a bag hidden on top of a wardrobe by knocking it down with some other object that you are carrying.

If all else falls try bribery, after all, in this MOVIE almost anything goes.

CREDITS

Game Design characterisation by Duke and Mario.
Produced by: D.C. Ward.
(C) 1986 Imagine Software (1984) Limited.