

BOOTY

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THE GAME

Jim the Cabin Boy must make his way below decks to collect various items of booty (automatically picked up when he walks past them) strewn around the ship.

When you have collected all the items from the Black Galleon's 20 holds, you will be given 45 seconds to locate the Bronze key to the next pile of booty. Clearing all booty a second and third (impossible!) time causes a search for the Silver and Gold keys, each increasing the game's speed and hazards.

Jim will meet an untimely death if he falls through a trap door, drowns, is bitten by a ship's rat, or pecked by one of the Captain's parrots, or cut down by a Ghost Pirate, or blown up (some pieces of booty are booby-trapped so step lively, mates) or steps through a hold door into mid-air (heh! heh!).

LOADING

1. Connect the EAR socket of your Spectrum to the EAR socket of your tape recorder.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Type LOAD "" and press ENTER on your Spectrum.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Spectrum manual.

PLAYING THE GAME

Once the game has loaded, you may press any key to start or wait for a demonstration. Select keys or joystick. You can define your own keys for LEFT, RIGHT, UP, DOWN and ENTER HOLD. Jim the Cabin Boy picks up keys by walking into them. Cabins are numbered and can only be entered by using the matching key.

To transfer to a different hold (another screen), press the ENTER HOLD key (or FIRE on your joystick) while Jim is standing directly in front of the hold door.

MUSIC ON/OFF = M.