

GRUMPY GUMPHREY – SUPERSLEUTH –

Instructions to Play

Gameplan

You take the role of Gilbert 'Grumpy' Gumphrey, the ageing store detective who, as well as catching shoplifters, has lots of other tasks to fill his day. A scrolling message appears on screen to tell you what your next job is to be; it is then up to you to find the correct tools to enable you to complete the task. Eg: A gun located in the Managers office on the top floor to shoot the ducks (for hints on object selection – see 'How to Move'). Each job must be completed within the time limit (this varies for each task depending on the difficulty). Once the task has been completed within that time, a bonus is awarded, but be warned – if you should fail to finish it in time you will have to report to the Manager's office. Once there, a warning letter will be issued, and, failure to report to his office within half an hour will result in instant dismissal! When you get a message from the Manager, you must stop what you're doing and immediately do as he asks, only returning to your original task once he is happy, as long as you have not already run out of time for that task. You will become used to the daily routine; keep an eye on the digital clock on the screen so that you can be ready for your regular jobs! The store opens at 9 o'clock in the morning and you will be told to be out of the store when it closes at 5.30. You will have about half an hour to leave but don't linger for too long otherwise you'll be sacked! However, you must use your common sense; for instance, if you're busy putting out a fire, you must stay and finish your task otherwise you'll be sacked for letting the store burn down! You just can't win! Watch the arrow at the bottom of the screen carefully; the more it decreases, the nearer you are to getting a warning letter – four of those and you're out of a job! If you should fail to complete your tasks on the first day, you will go on through the next few days until you manage to complete them all – or until you get sacked! On completion of all the tasks you have been set, you are given the option to end the game. Or perhaps you'll risk another day at the store...

How to Move

Q Left **W** Right **P** Up **L** Down **Space** Fire
D Drop/Pick Up **T** Re-Read Message **S** Scroll Objects

(Use this function to move the object you want to discard to the right of the 'Objects' box)

Joystick:

Keys 'D', 'S' & 'T' are still needed when using joystick.

Features

Ducks, Gorilla, Hippy, Policeman, Children, Old Women, Female Shoppers, Manager, Pipe Smoker, Lost Baby, Fires, Floods, Bugs, Thief, Toy Soldiers.

Useful Items

Toolbox, Castor, Lollipop, Tea Cup, Handcuffs, Skateboard, Banana, Gun, Glasses, Umbrella, Key, Aerosol Can, Money, Fire Extinguisher, Hammer, Fire Bucket, Cage, Wooden Box (can be stood on to reach certain items).

Scoring

Shooting ducks	250 points
Killing bugs	250 points
Picking up Object	100 points
Extinguishing fire	250 points
Completing a day	10000 points
Bonus points for completing task	

Monty^{ON}_{THE} Run

Instructions to Play

Gameplan

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

The Freedom Kit:

- | | | |
|-------------------|-----------------|-----------------|
| 1. Compass | 2. Jet Pack | 3. Disguise |
| 4. Rope | 5. Generator | 6. Laser Gun |
| 7. Watch | 8. Ladder | 9. Hand Grenade |
| 10. Gun | 11. Floppy Disc | 12. Passport |
| 13. Gas Mask | 14. Telescope | 15. Tank |
| 16. Bottle of Rum | 17. Axe | 18. Kit Bag |
| | 19. Map | 20. Hammer |
| 21. Torch | | |

General tips for object selection

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

Freedom Kit Selection

Use the Left and Right to move arrow and press Jump/Fire to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

Selecting Initial Options

Use Up and Down to position the stars at the side of the desired option then press Jump/Fire to select it.

How to Move

Keyboard:

Q Left **W** Right **Y-P** Up
Enter - H Down **B - SPACE** Jump/Fire

Joystick:

compatible with Kempston and Interface II.
These will be selected automatically if present.

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Loading Instructions

Turn on computer and insert disc into drive. Type RUN
(this is done simply by pressing **R** key).

Press **ENTER** and disc will load automatically.