

SAM MALLARD INSTRUCTIONS



SAM MALLARD

THE CASE OF THE MISSING SWAN.

Version 1.1 (2017)

Game and graphics by Ersh

Tools used:
pasm0, zx7, mackarel

Logo font:
Betty Noir



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Loading your cassette.

(Sam Mallard loads in approximately 3 minutes 25 seconds)

48k ZX Spectrum

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key after turning on your computer, or while the K cursor is flashing.

The "" are obtained by holding symbol shift and pressing the P key twice. There is no space between the "" marks.

128k ZX Spectrum

Please select 48k mode and follow above procedure. There are no additional elements for 128k users.

Loading should be reasonably error free on 128k+2 machines, or on upper-middle volumes on 48k/128k machines, though if the tape fails at any time during the LOADING process, then please rewind the tape, adjust the volume if possible, and try again. If failure persists then please try the other side of the tape.

If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: Microgames2000@yahoo.co.uk

Please use the subject header: "Tape clinic"

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Story

The clock had turned midnight and I was just about to leave my office when there was a knock on my door. It was a Mr. Swan, owner of the Swanline shipping company.

He explained that his wife was missing and the police had told him that, "Unless they can prove outright that there was an involuntary disappearance, then they'll just file the paperwork and forget about it."

He said he'd pay me a grand upfront if I could find his wife by morning, no questions asked. That may be a suspiciously large reward for a simple missing-person case, but I haven't had that many jobs lately and my purse is getting thin, so who am I to ask questions?



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THE CASE OF THE MISSING SWAN.

Controls:

Kempston Joystick: Up, Down, and Fire

Or

Keyboard: Q, A, and Space.

This game, unlike the usual Verb/Noun text adventures, is menu-driven. Select your preferred option from those presented, and see how the game-world opens up for you.

Sam Mallard – The case of the missing Swan, is to be considered as an introduction to adventures, and can be completed by the total novice without too much frustration.

See if you can beat it in under 30 minutes. The clock is ticking!

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