

## GAMEPLAY

Grange Hill - The Computer Game is an adventure game with a difference!

### TO LOAD:

SPECTRUM: Type LOAD "" and press ENTER.

COMMODORE: Press SHIFT RUN/STOP and play on cassette.

AMSTRAD: Press CONTROL and little ENTER together and play on cassette.

To start the game press FIRE and the first location will appear. The screen has two windows, the top one shows Gonch (you), any other characters on that screen and any objects that you might need later. The lower window gives a description of the location and displays anything said by other characters in the screen.

You can move Gonch by using either joystick or keyboard. If you move towards the left, right or top edge of the screen a new location will appear. Climb up objects to get to the top of the screen. If you want another character to follow you from one screen to another you must wait for them to catch up with you.

### CONTROL KEYS

All versions can use joystick. Commodore either port. Spectrum, Interface II or Kempston.

	Joystick	AMSTRAD	SPECTRUM	COMMODORE
Left	left	Cur left	O	O
Right	right	Cur right	P	P
Up	up	Cur up	Q	Q
Down	down	Cur down	A	A
(Menu Only)				
Jump	Diagonal	Up an right	Up and left keys	
End Text		Esc	Cap Shift/1	CLR/HOME
Input				
Menu down	FIRE	SPACE	M	SPACE

## MENU OPTIONS

- PICK UP:** Allows you to carry any object on present screen. A second window shows you the possible objects that can be picked up.
- DROP:** Drops the selected objects, press fire when the correct object in the second window is selected to drop.
- EXAMINE:** Gives full description of object being carried. Press fire to clear.



- USE:** Allows you to make use of any object you are carrying. The second window requires you to select the object you wish to use and then you may need to give full details of what you want to do by typing at the keyboard. Press end text key to return to play.
- TAKE:** May allow you to take an object from another player.
- GIVE:** Allows you to give a carried object to another player. Select object from second drop down menu and the person from the third.
- TALK:** Enables you to speak to other characters and persuade them to help you, give you something or even follow you. A cursor appears under the lower window ready for your speech.



- EXIT MENU:** This returns you to the upper window/graphic control system. It also allows you to exit from the drop down menu.

## CLOCK DISPLAY:

It always starts at 15.50 and the game ends if this clock goes beyond midnight. One game minute takes just 15 seconds ie. time runs four times faster than reality.

## GAME OBJECT:

To find the confiscated walkman and return home before midnight with it.