THE BIG SLEAZE

A Delta 4 adventure.
Written by Fergus McNeill.

New York, the late 1930s. You control the destiny of Sam Spillade, stereotype private detective and general all-round thicko. Sam operates his business (Spillade Investigations: "No case too small or too cheap") from a first floor office in the heart of the city. Your task is to solve the cases that come his way. . . .

Loading Instructions

The game is played across 3 parts (a bonus program, SCEPTICAL 3, is included as part 4 but this is independent of the adventure).

To preserve in-game continuity, data must be saved to tape/disk on completion of one part. This data is then loaded into the next section, allowing you to proceed with the investigations! Instructions for this will be given on-screen during play.

The procedure to load the start of the game is as follows:

Cassette:

Part 1 then part 2 are on side A. Part 3 then Sceptical 3 are on side B.

Spectrum 48k/+	LOAD '''' <ENTER>
Spectrum 128/+2	Select 48k mode, then LOAD '''' <ENTER>

Commodore 64/64c	<SHIFT> <RUN/STOP>
Commodore 138/128D	GO64 <RETURN>
	Y<RETURN> then
	<SHIFT> <RUN/STOP>
Amstrad 464	<CTRL> <ENTER>
Amstrad 664/6128	TAPE <RETURN> then
	<CTRL> <ENTER>

Disk:

All parts are booted from a menu program, loaded as follows:

Commodore 64/64c	LOAD"SLEAZE",8,1
Commodore 128/128D	GO64 <RETURN>
	Y<RETURN> then
	LOAD"SLEAZE",8,1
	<RETURN>
Amstrad CPC	RUN "SLEAZE"
	<RETURN>

Playing The Game

Commands can be typed in ordinary English, eg. EXAMINE THE DANISH PASTRY, but may be shortened to a simpler verb + noun format, eg. EXAMINE PASTRY. Sometimes though, it may be necessary to be more specific. If you are in a room with 2 boxes (one red and one blue) and 2 socks (one red and one blue), it would not be sufficient to say GET BOX or GET RED. In such cases, you must include both the adjective and the noun, eg. GET RED BOX.

To converse with the other characters in the game, use SAY TO <name of character> YOU'RE UNDER ARREST HAIRBAG or whatever worthy utterances you feel would be appropriate. This must all be entered as one command and you must always specify who you wish to talk to.

Useful Commands That Always Get Listed On The Inlay

SAVE saves your place in the game to tape/disk (or RAM on CBM 64 version)

LOAD loads your saved position from tape/disk (or RAM on CBM 64 version)

RAMSAVE saves your place in the game to RAM (not on CBM 64 version)

RAMLOAD loads your saved position from RAM (not on CBM 64 version)

GRAPHICS ON sets graphics permanently on display

GRAPHICS OFF sets graphics never to display

GRAPHICS SOMETIMES sets graphics to display once only

SCORE tells you how well you are doing

INVENTORY or I lists what you have with you

QUIT ends the game

HELP may give the occasional clue, but too cryptically to be of any use

The Credits:

''THE BIG SLEAZE'' is a parody concept of the great American detective. DELTA 4 wish to acknowledge such classics as ''The Maltese Falcon'' and ''Mike Hammer'' for all the inspiration they provided.

THE BIG SLEAZE

Graphics and original Commodore version:
  Fergus McNeill
Spectrum and Amstrad conversions: Tim Gilberts
Background research: Piranha Software
Additional material: Anna Popkess

SCEPTICAL 3

Design and original Spectrum version:
  Fergus McNeill
Amstrad conversion: Jason Somerville
Commodore conversion: Colin ''CSB'' Buckett

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