

**CREATIVE SPARKS**

FOR SPECTRUM 48K

# **DANGER MOUSE**

**IN THE BLACK FOREST CHATEAU**



**... A LEARNING EXPERIENCE FOR  
THE YOUNG ADVENTURER**

# **DANGER MOUSE**

## **IN THE BLACK FOREST CHATEAU**

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".....We have traced the source of the puzzling Pi-beam to a place deep in the Black Forest.....and that is where we want you to go....."



You may think that this **DANGER MOUSE** adventure is going to be a piece of cake, but you could find yourself in a terrible jam!

So, as Danger Mouse you will need to work your way carefully through the many sticky situations that you meet.

Your faithful assistant Penfold may help you, but you must also protect him from the mechanical vampires and other unfriendly creatures!

## SETTING OFF ON YOUR MISSION....



- ① Connect your 48K Spectrum to the television set and cassette recorder. Then switch them all on.
- ② On this cassette there are two programs. You must start by playing Part I—if you succeed in reaching the end of Part I you will be given the secret code for Part II.
- ③ Place the DANGER MOUSE IN THE BLACK FOREST CHATEAU cassette into the cassette recorder and rewind it to the beginning.
- ④ Check that the EAR lead is connected correctly and that the volume control on the cassette recorder is set properly.
- ⑤ Type `LOAD""`, then press ENTER. Do not leave spaces between the quotes.
- ⑥ Press PLAY on the cassette recorder.
- ⑦ The program will now load into the computer.
- ⑧ If the program does not load successfully, try adjusting the volume setting of the cassette recorder. Then repeat the above from step 3. If the problem persists, refer to chapter 6 of the Spectrum Introduction Manual.

## SECRET AGENT TRAINING NOTES....

Whilst out on your mission, it will help to remember how to get from one place to another. You should also take note of where you find useful items (e.g. an axe) as you may need them later.

To remember all of this will be difficult, so it would be helpful to have a pencil and a notebook so that you can write things down.

Here are some ways of keeping notes:-

① You can make a map. As you travel from place to place draw lines with arrows to show your path. Also write down the route you took. You might do it like this:-



After some time you may find you will need to re-draw the map.

② In your notebook, write a list of items you are carrying.



## **TRACKING DOWN THE FIENDISH OPERATOR....**

You are Danger Mouse. You are being sent to the Black Forest Chateau. Somewhere in one of the many rooms there is the operator of a Pi-beam. Your job is to find him.

The mission is in two parts. In Part One you find a code number that will allow you to gain entry to Part Two. Here you must de-activate the Pi-beam machine.

The start of the program will give you more details. After that you are off, and on your own.

Here are a few tips to help you:

**①** You will have to watch the screen very carefully. Look at the words and the pictures. Each time the screen changes the words and pictures will tell you where you are and what is happening. You will need to study both the words and pictures to make sure you don't miss anything important.

**②** When you are sure you have studied the screen, look at the list. It will show you the different things you can decide to do. Use any key other than ENTER to look at your options and then press ENTER to choose.

**③** If you are not given a choice simply press ENTER and move on to the next part of your mission.

**④** Keep your eyes open for things lying around. If you think



they might be useful to you later, pick them up.

**5** You will be able to carry several objects at once, but you cannot take more than one thing from any one place.

**6** You can always go back and pick up an object later though you may have to put something down in exchange.

**7** Look out for hidden clues about the object you need. Sometimes you might not have the right tools around because you left them behind or did not see them.

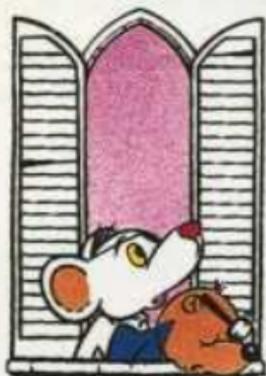
If you have not got the right tools for the job you may not be offered the choices you could have had at that moment. You will then have to go back and get what you need.

A typical clue that might be found is:-

“.....Penfold hears ringing in his ears.....”

which might indicate that a bell would be useful.

**8** When you wish to stop playing, but have not reached the end, remember to keep your notes for the next time.



**9** You can start the mission again from the beginning by holding down the **SYMBOL SHIFT** key and pressing the letter **A** at the same time. Note that any items you were carrying will be lost.

**10** Finally, if you are still having problems with your mission, send for a clue sheet enclosing a stamped self-addressed envelope. You will find the address on the poster offer card. The clue sheet won't give you all the answers — but it might give you the one you are looking for.

## **NOTE TO PARENTS OF YOUNGER CHILDREN**

Because this game has been designed for a wide range of ages and abilities (8 years and over), younger children may find difficulty in reading some of the text.

However, they will still find enjoyment in exploring the territory and discovering items and characters on their way, whilst improving their decision-making skills.



We would advise you to initially work with your children to encourage them to approach the adventure in a structured way, making use of our suggestions for note-taking and route planning.



## **WANTED**

We are on the look out for quality software. If you are currently developing original software for the C-64, Spectrum, BBC/B, MSX or Amstrad CPC 464 machines and are looking to market it, we would like to hear from you, even if your program is not complete.

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