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TOPPER THE COPPER

Devised and programmed by J.P.Flynn.

Move over Kojak and Co...make way for Topper the Copper, the smartest detective yet!!

With a homicide to solve in Mad Marvin's caverns, Topper the Copper has been assigned to search out the vital clue leading him to one of the 7 suspects, lined up in the court room.

The 8 secret elements of the clue are randomly hidden in eight of the many safes around the complex. But life is not that simple: on collecting all 8 clues, Topper the Copper must find the **KEY** to the '**CLUE RELEASE**', before proceeding to the courtroom to unravel the **RIDDLE** awaiting him!!

If Topper succeeds in collecting all 8 pieces of the clue, only then will the **RIDDLE** be displayed. One of the 7 suspects is guilty, but which one??

They are numbered 1 to 7: Topper must press the **CORRECT KEY** when the random riddle appears: only smart players will win the game, and be able to take the criminal to jail....

THE SUSPECTS ARE:

1. CAPT SCARLET REVOLVER
2. COL GREEN SWORDE
3. MR BLUE BOW & ARROW

4. DR MUSTARD POISON

5. FATHER PLUM BOMB
6. SERG GREY RIFLE
7. PROF BROWN NOOSE

The riddles await you, if you are smart, in the courtroom!!

Every new game, it's a different suspect to arrest.

COMMISSIONER RATING AWAITS THE SMARTEST TOPPER!!

SCANNER:

The scanner shows updates on your current location, time and energy left to fulfill your task. Each element of the clue collected turns the indicators **BLUE**.

JOYSTICK CONTROL:

Using port 2, press **FIRE** to somersault, left to move left, right to move right. Pulling the joystick down will make you duck, if you need to. When travelling in the elevators, you may swop to another one passing you by moving the joystick left or right as it passes. Great for avoiding a nasty death in the boiler-room!!

KEYS:

Press button/space bar to start the mission.

F1: Switch off music

F4: Switch on music

F3: Freeze game

F5: Re-start game

R Key: Re-set to title page.

LOADING:

Cassette: Type **LOAD**, press play, then press **RETURN**.

Diskette:

Type **LOAD "TOPPER"**, 8 then press **RETURN**.

Make sure your Commodore **C128** is in the **C64** mode before loading.

HINTS ON PLAY:

Only one: conserve your energy by avoiding contact with anything that looks the slightest bit nasty!! Try the **POLICE STATION** if you are running low on energy...

HINTS ON GOOD PLAY:

Check every safe as soon as you see it!

HINTS ON GREAT PLAY:

Memorise the location of every cavern: it really helps!!

PROGRAMMERS:

IF YOU CAN WRITE GOOD MACHINE CODE PROGRAMS, CONTACT PHILIP MORRIS TODAY AT ENGLISH SOFTWARE FOR A FURTHER DISCUSSION!

ALL ENGLISH SOFTWARE is sold according to the ENGLISH SOFTWARE terms of trading. Copies of which are available on request.

LIFETIME REPLACEMENT GUARANTEE:

ENGLISH SOFTWARE will replace any cassette or disk that is faulty, provided it is returned with the **RECEIPT OF PURCHASE**. This guarantee applies to the original purchaser only. Simply return the program *complete* in original packaging for a free replacement copy of the same program.

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