

# THE CASE OF THE MIXED-UP SHYMER



©

SHARK



SOFT

\*\*\*\*\*

THE CASE OF THE MIXED-UP SHYMER  
(c) 1987 Sandra Sharkey, 78 Merton Road, Wigan. WN3 6AT

\*\*\*\*\*

THE PLOT

In this adventure you play the part of Shirley Combes, private secretary to the great Sherlock himself.

Sherlock is away investigating a weird phenomenon known as "The Hound of the Baskervilles" so you prepare for a boring day in the office - until you get a strange telephone call.

The caller tells you that the recent riots by nursery school children have happened because all the rhymes on the Isle of Nersree are wrong. They must be put right to bring peace once more to nursery schools.

He gives you the longitude and latitude of the island and you decide to investigate this one yourself.

You leave a note for Sherlock and, with only your Siamese cat for company, you set sail to find the fabled Isle of Nersree.

After sailing for two days and nights a strong current drags your little boat onto some rocks by a small island. You are unhurt and manage to swim ashore but your cat has disappeared!

Full of curiosity, you set out to explore the island .....

Your aim in the adventure is to put right all the nursery rhymes on the Isle of Nersree, find your cat, mend your boat and leave the island.

This text adventure has been written using Incentive's G.A.C.

The Graphic Adventure Creator is available from Incentive Software Ltd., 2 Minerva House, Calleva Park, Aldermaston, Berkshire. RG7 4QW

\*\*\*\*\*

## LOADING INSTRUCTIONS

### Cassette.

Reset the computer by pressing the CTRL, SHIFT and ESC keys at the same time. Put the cassette into the recorder, then rewind, press the CTRL and small ENTER keys together and then press the recorder's PLAY button followed by any key. The program will run automatically when loaded.

### Disc.

Reset the computer as shown above, insert disc and type, RUN "SHYMER".

## COMMANDS

To communicate with the characters "TALK TO CHARACTER".

Some commands can be abbreviated e.g. 'I' for Inventory, 'Q' for Quit, 'L' for Look, 'N' for North, 'S' for South etc.

Full sentences can be used e.g. Go South, get the case and examine it. The word 'IT' will be interpreted as the last noun entered. In the above example 'IT' refers to the case.

Multiple commands must be separated by 'AND', 'THEN', a comma or a full stop.

Just some of the verbs that the game recognises are:-

GET, DROP, EXAMINE, OPEN, CLOSE, KISS, KILL, ENTER, OUT, TALK, ATTACH, SLEEP, CLEAN, SWIM, CLIMB, PUT, LOOK, GIVE, SAVE, LOAD, QUIT, PAINT, PLANT, WEAR, REMOVE, DIG, READ, JUMP and SCORE.

A couple of useful adverbs are UNDER and IN, e.g. LOOK UNDER OBJECT, PUT OBJECT IN CONTAINER.

Sorry, but there is no Ram Save/Load, or Get/Drop All facility.

A hint sheet or solution is available in return for a SAE.

Unauthorised copying of this adventure is prohibited.

**WARNING!!** Remove Rom Boards before loading "Shymer".