

# BASIL THE GREAT MOUSE DETECTIVE

## INSTRUCTIONS COPY

"BASIL THE GREAT MOUSE DETECTIVE" who lives in the basement of 221B Baker Street (Sherlock Holmes' famous London address) is the greatest detective in all Mousedom. Basil is attempting to solve a case which has led to the kidnapping of his chubby friend, Dr. Dawson, by the evil Professor Ratigan, criminal mastermind of London's rodent underworld. The mysterious case leads Basil from London's seedy waterfront district through the backwaters of London's sewers and finally to the sinister clutches of the notorious Professor Ratigan.

## HOW TO PLAY

As Basil, you are caught within the most sinister and fiendish criminal plan of Ratigan's career. You must rescue Dr. Dawson from Ratigan's lawless London prison.

To rescue Dr. Dawson you must collect clues from each of three scenarios — the shops and docks of London, London's sewers and Ratigan's den. Five clues must be collected which will lead you to the next scenario and finally into Ratigan's den. To find your clues examine objects such as jam jars, tin cans, small sacks, cider jars, chests and carpet bags. Pressing the **SPACE BAR** allows Basil to investigate an object. The object under scrutiny will appear in your magnifying glass in the bottom right-hand corner of the screen.

As you look through your magnifying glass you will notice that to its left a red "DROP" symbol begins to flash. Pressing **UP** or **DOWN** selects between "PICK UP" and "DROP" on this symbol. Press **FIRE** to choose between "PICK UP" and "DROP" whatever object is in each of your five pockets.

If all your pockets are full, selecting "PICK UP" will make a cursor appear, allowing you to select an object to discard, thus making room for a new one.

Professor Ratigan however, has cunningly covered his tracks by leaving 8 false clues in each scenario. Only when you have filled all 5 pockets can you deduce which clues are false and discard them. Do this by holding down **?** on the keyboard, and your magnifying glass will tell you the answer.

When you have collected the fifth correct clue you will be given a message which asks you to go to an area where the exit to the next scenario can be found.

If by chance you should lose your way you can use each of your five clues to give you a hint as to which direction to go. This too is done by holding down **?** on the keyboard. The best direction to go will appear in place of the clue.

In addition to clues you will also find **CHEESE**, **MOUSETRAPS** and **NOTHING AT ALL**. Cheese will top up your energy; mousetraps can be kept in your pockets and later dropped in the path of Ratigan's Henchmen, who will be caught and made harmless. Press **T** to drop a mousetrap; **NOTHING AT ALL** speaks for itself!

## CONTROLS

**CBM64/128**  
Joystick in Port 1  
**LEFT**  
**RIGHT**  
**UP**  
**DOWN**  
**FIRE**  
**SPACE BAR**  
**T**  
**?**  
**RUN/STOP**

— walk/run left or select pocket  
— walk/run right or select pocket  
— climb ladder or select **PICK UP**  
— descend ladder or select **DROP**  
— jump or choose **PICK UP** and **DROP**  
— inspect a clue  
— drop a mousetrap  
— clues and hints  
— pause on/off

### Spectrum/Amstrad

**K**  
**L**  
**Q**  
**A**  
**ENTER**  
(or use joystick)  
**SPACE BAR**  
**T**  
**?**  
**P**

— walk/run left or select pocket  
— walk/run right or select pocket  
— climb ladder or select **PICK UP**  
— descend ladder or select **DROP**  
— jump or choose **PICK UP** and **DROP**  
— inspect a clue  
— drop a mousetrap  
— clues and hints  
— pause on/off

### Atari

Joystick in Port 1

**LEFT**  
**RIGHT**  
**UP**  
**DOWN**  
**FIRE**  
**SPACE BAR**  
**T**  
**?**  
**ESC**

— walk/run left or select pocket  
— walk/run right or select pocket  
— climb ladder or select **PICK UP**  
— descend ladder or select **DROP**  
— jump or choose **PICK UP** and **DROP**  
— inspect a clue  
— drop a mousetrap  
— clues and hints  
— pause on/off

## LOADING INSTRUCTIONS

### CBM 64/128

**CASSETTE:** Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.

**DISK:** Insert disk into drive. Type **LOAD\*\***,8,1 and press **RETURN**. The program will load and run automatically.

### SPECTRUM 48K

Type **LOAD\*\*** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

### SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

### AMSTRAD

**CASSETTE:** Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

**DISK:** Insert the disk into the drive, label side up. Type **CPM** and press **ENTER**. The program will load and run automatically.

### MSX

Insert cassette into cassette recorder. Type **BLOAD"CAS",R** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

### Atari

**CASSETTE:** Turn off computer. Insert cassette into cassette player — turn on computer while holding down **OPTION** and **START**, press **PLAY** in cassette player, then press any key on computer. The game will load and run automatically.

**DISK:** Turn off computer and disk drive. Insert disk into drive — turn on drive. Turn on the computer while holding down **OPTION**. The game will load and run automatically.

