KEY

v – list of disguises
w – list of tools
s – other objects

TOWN:

Movements:

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        North                    Forward
West ◆      ◆ East        Left ◆      ◆ Right
        South                    Back
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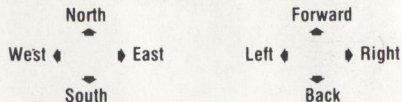
Speak to people, be curious. Enter buildings by pressing 'fire'.

HOW TO BUY OBJECTS AND USE DISGUISES

Use the joystick to look through options available. Once you have decided on an object or disguise, press 'fire' to select.

SNAIL RACE

a) Use joystick to select your disguise and place your bet.
b) Put Smart next to your chosen snail. Press 'fire' to start race.
c) If Clever chooses a snail's costume, he'll take part in the race!

CONTROL OF SNAIL

"Push Up"   "Stick yer neck out!"
"Stretch"   "drag snail-shell"
(and repeat it all over again until you crawl over the finishing line).

KINDERGARTEN

To determine throwing angle:
  Lift
          ARMS
  Lower

Increase throwing power

Press 'fire' to throw coin.
"RETURN" takes you back to town

CHEQUE FORGERY (How to forge Mr L's signature)

Use joystick to move pen.
Place pixel-dot by pressing 'fire'
"RETURN" takes you back to town

DEFUSING BOMBS

The left row of lamps shows whether a line is active or inactive. By moving the joystick forward and backward, select the line which you want to test. If a selected line is active, you can give an impulse which switches off one lamp in the right row. When all lamps in the right row are switched off, the bomb is defused. Immediately before the bomb explodes, it makes itself noticable by ticking loudly.

SEWERS

Use joystick to control movements as for Town. Press 'fire' to jump.
A menu for selecting the different operations can be called up by pressing "CONTROL". The selected operation can be carried out at any time by pressing "SPACE", eg: The operation "LAYING CABLES" has been selected. If you carry enough cables with you and are standing before a wall within the sewers, you may lay the cables in the adjoining wall by pressing "SPACE".
If you deal with distribution boxes, the 'fire' button serves the same purpose as the "CONTROL" key. By pressing it you get immediate access to a menu where you can connect cables and listen in on the local telephone lines . . .!
If you press 'fire' near any exit in the sewer, you get immediately back to town.
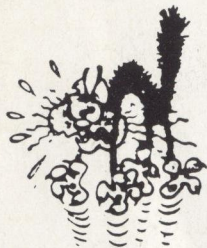
machine	KEYBOARD
CPC	SPACE/CTRL
C 64	K / FIRE
Spectrum	K / FIRE
Amiga/ Atari ST	K / FIRE

CLEVER & SMART

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