Dan Diamond in

FISHY BUSINESS

Case file

Salamander

SOFTWARE

List of illustrations

The Seat of Power 4
A Room with a View 5
Ostea Edulis 5
The Shrine 6
Something's Cooking 7
Princess Anemone 8-9-10
A Giggle of Mermaids 11
Clearly Footwear 12
The Reading Room 12
The Clink 12
Parchment 13
Sundry Bottles 13
Voulge Practice 13
Light (?) Reading 14
The Seagas Room 14
A Mysterious Stranger 14
The Courtyard 15
The Alchemist's Workshop 16
The Magick Circle 16
The Runic Arch 17
A Whole Mess of Trouble 17
The Royal Apartments 18

My name is Diamond. Dan Diamond. And I'm in deep deep trouble. A PI's life ain't easy at the best of times. It's a nasty dirty business full of nasty dirty people doing nasty dirty things and looking for plumbers to fix their baths. When I first took on this case, I had no idea that what started out as a short jaunt to a nearby graveyard would turn into the biggest mystery since Taft's election.

I woke up as a wave of consciousness washed over me, clearing the cobwebs from the corners of my mind and depositing them in a soggy heap in the centre of my frontal lobes. I could feel fine sand beneath my fingers, and hear the lonely sound of waves crashing on a nearby shore.

I sat up and looked around. The last thing I could remember was a console filled with flashing lights, spinning dials, and some sort of miniature movie screen showing pictures of a large body of water getting too close too fast. It wasn't bad, but it'll never play in Peoria.

Now I seemed to be in the middle of the ocean, stranded on a sand bar, and nobody was serving drinks. That was OK. After trying the drinks on that space ship, I'm seriously considering falling back on the wagon again.

I added up what I knew about the case so far. One, somebody somewhere was having problems, possibly worse than mine. Two, some guy named Sparrowhawk was involved in some way. He might not be responsible, but five'll get you ten that he was about as innocent as a cuddly crocodile.

I drifted over to the ship like flotsam on the sea of life. Maybe I could get some answers. I was sure the ship knew more than it was letting on.

"Anybody home?" I shouted.

"Go away . . . now" a nauseatingly piercing voice came out of a small speaker by the door.

Since there weren't any brick walls to talk to, I decided to persist with this refugee from Detroit.

"Do you know how I can get out of this place?"

"No, but if you hum a few bars I can fake it" came the reply.

I was sure I heard an undertone of metallic snicker, like a Jaguar revving up. I don't know what bunch of clowns designed this heap of junk, but if you ask me, I think they should all be taken out, lined up against a wall, and shot.

Twice.

I sat down in the sand. Overhead, the sun hung motionless in the dead air, a mute reminder that time might well be running out for whoever sent me the note. Sunlight glistened, glancing off the tops of the waves. The temperature plummeted upwards, reaching a crescendo of heat and light.

I sat there for several hours, trying to unravel the Gordian knot that fate had tied me up with. I didn't manage to get any answers, or even find the ends of the string, but I did get one hell of a tan.

Now it seems I have only two choices, either evolve into a palm tree or take the plunge. After all, it's been a long time since I was wet behind the ears. I only hope that life and civilization is closer than it looks, otherwise I may be in for one hell of a swim.

Confucius, he say, "A journey of a thousand miles begins with but a single step."

Confucius, he too smart for his own good. . . .

Loading the cassette

1. Put the cassette in the cassette player.
2. If you have a DRAGON 32: Type CLOADM and press (ENTER).
   BBC MODEL B: Type CHAIN"" and press (RETURN).
   ORIC-1: Type CLOAD"" and press (RETURN).
3. Press the play button on the cassette player.
4. The program will run automatically when it has finished loading.

Objective

To successfully complete Fishy Business, you must find the person or people who sent you a message for help in Franklin's Tomb, discover what their problem is, and solve it for them. This adventure is the third in a series of three, and although it is not necessary to play the first two adventures first, you may find clues in them which will help in Fishy Business.

The Display

Fishy Business uses a formatted display. On the left hand side of the screen is a description of the room or corridor you are currently in. The bottom line of this description tells you which exits are available to you (e.g. N,S,UP,DOWN). The right hand side of the screen displays a list of the items you are currently carrying. You are only allowed to carry up to six items. These two displays are always shown so that you don't have to keep asking the computers for this information. The bottom lines are reserved for the user input and the computer's responses.

Communicating

Fishy Business is an adventure game. As such, it is up to you, the player, to find your way around the maze of rooms, carrying and using any items you find, as appropriate. To do this, you must issue instructions to the computer. These instructions take the form of a verb and a noun, separated by a space. An example would be TAKE BOOK. When you've finished typing the command, press (RETURN) and the computer will respond.

When referring to items that you find in rooms, only the last word should be used to refer to the items. For instance, the JADE CONCH would be referred to as CONCH.

Most words can be abbreviated to three letters. For example, TAKE can be shortened to TAK. The only exceptions to this rule are when giving directions. The cardinal compass points may be shortened to a single letter (N,S,E or W). When giving directions, the verb GO is also optional. Thus, the instruction "GO NORTH" can also be typed in as "GO N", "NORTH" or just "N". The other exceptions are UP and DOWN, which must be typed in full (but you can still say DOWN instead of GO DOWN).

Saving the Game

At any point during the game, you can save the current situation by typing the command "SAVE GAME". Before you save the game, make sure that the cassette you are using to save on is correctly positioned. To restore the game to the saved position, you can issue the instruction "LOAD GAME" at any time during the game.

Note for DRAGON 32 owners: This function will only work if your cassette player has remote motor control.
Note for BBC Model B owners: Due to peculiarities in early versions of the operating system, this function may not work if you have the 0.1. version of the operating system.

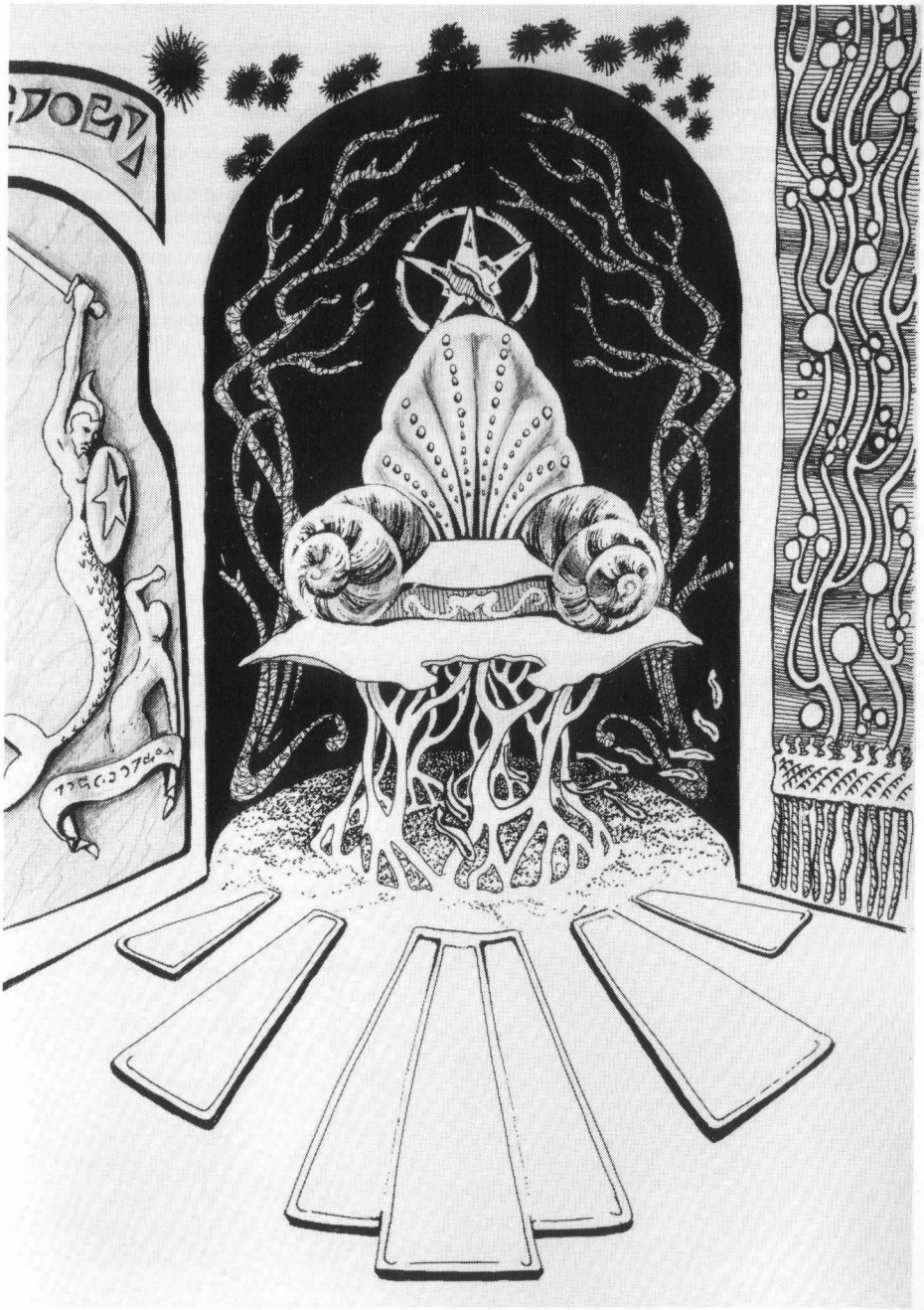
Tips on Play

* Keep track of where you are and where you've been.
* Don't take anything for granted. Some useful looking items may be no good at all, and vice versa.
* There are magic words.
* Try some lateral thinking if you get stuck. Don't be afraid to do stupid things.
* Don't go around doing stupid things all the time.
* There are sometimes clues hidden in the room descriptions and illustrations. Watch out for red herrings and blue kippers.
* Don't just save the game when you quit a session. It can save time later if you can save the game at various points.

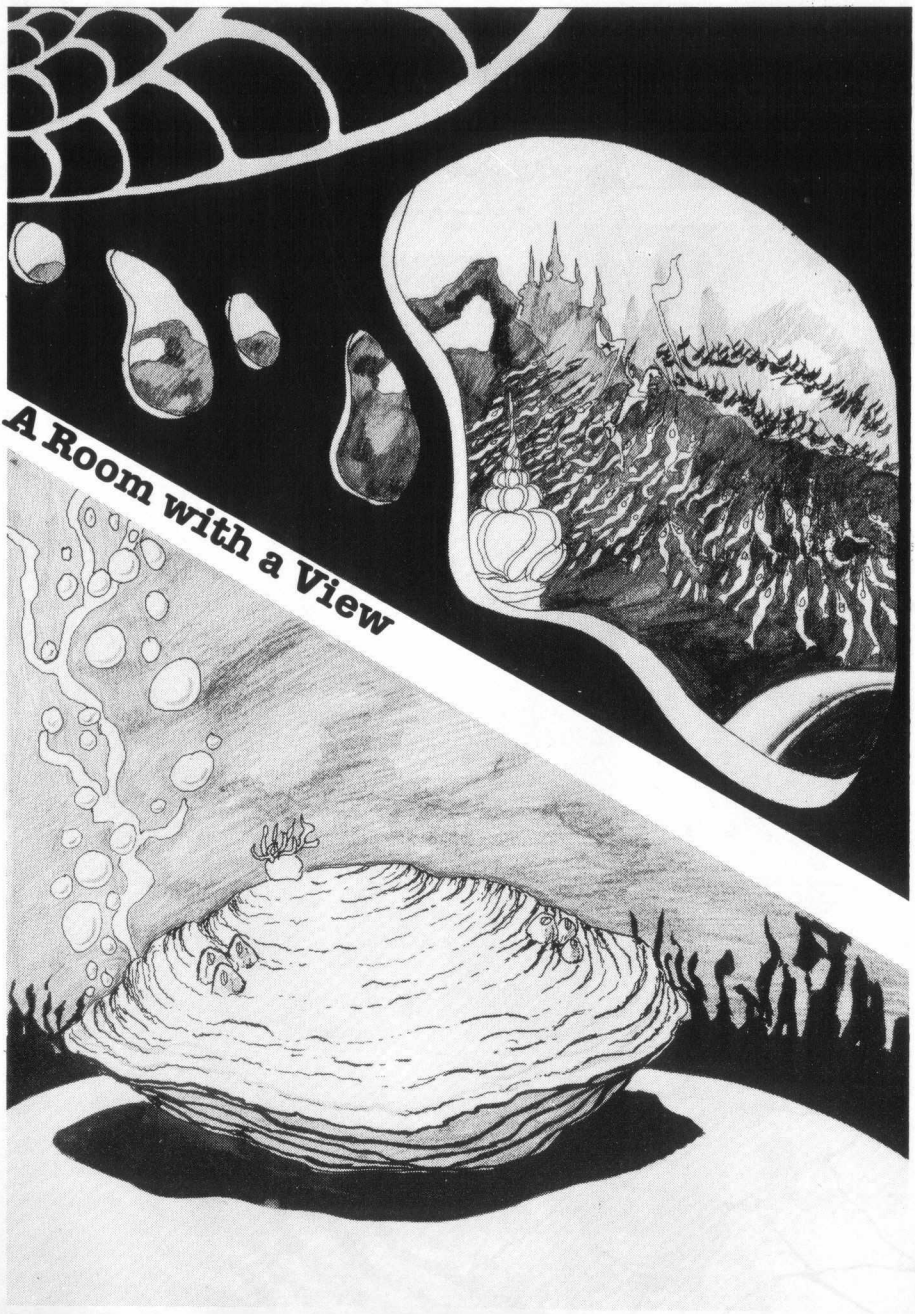
Function keys

If you have a BBC Model B, the red function keys have been set up to allow quick entry of common commands. You will find a template inside, which can be inserted under the plastic guard.

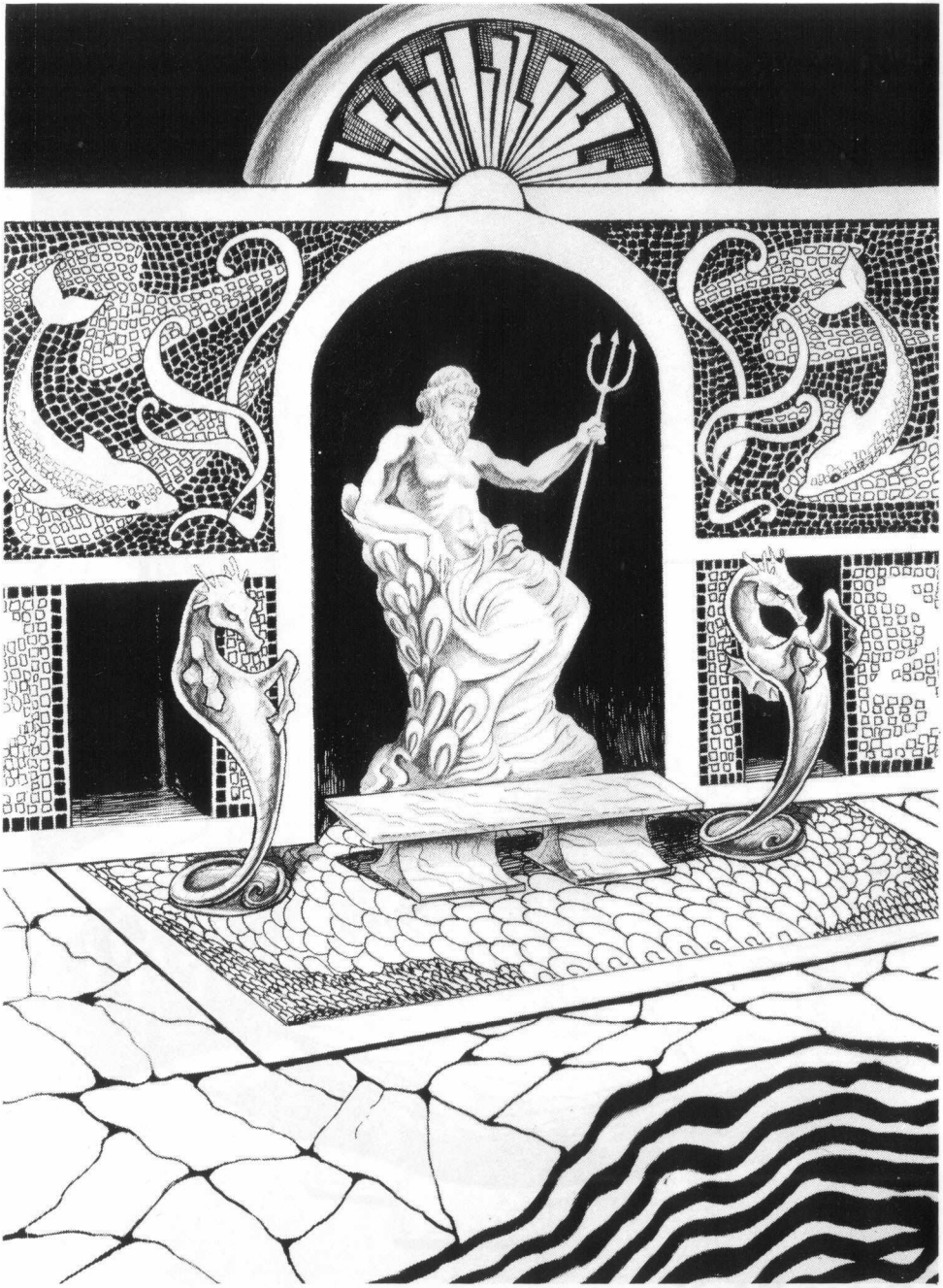
f0–GO NORTH
f1–GO SOUTH
f2–GO EAST
f3–GO WEST
f4–GO UP
f5–GO NORTH
f6–GET
f7–DROP
f8–SAVE GAME
f9–LOAD GAME



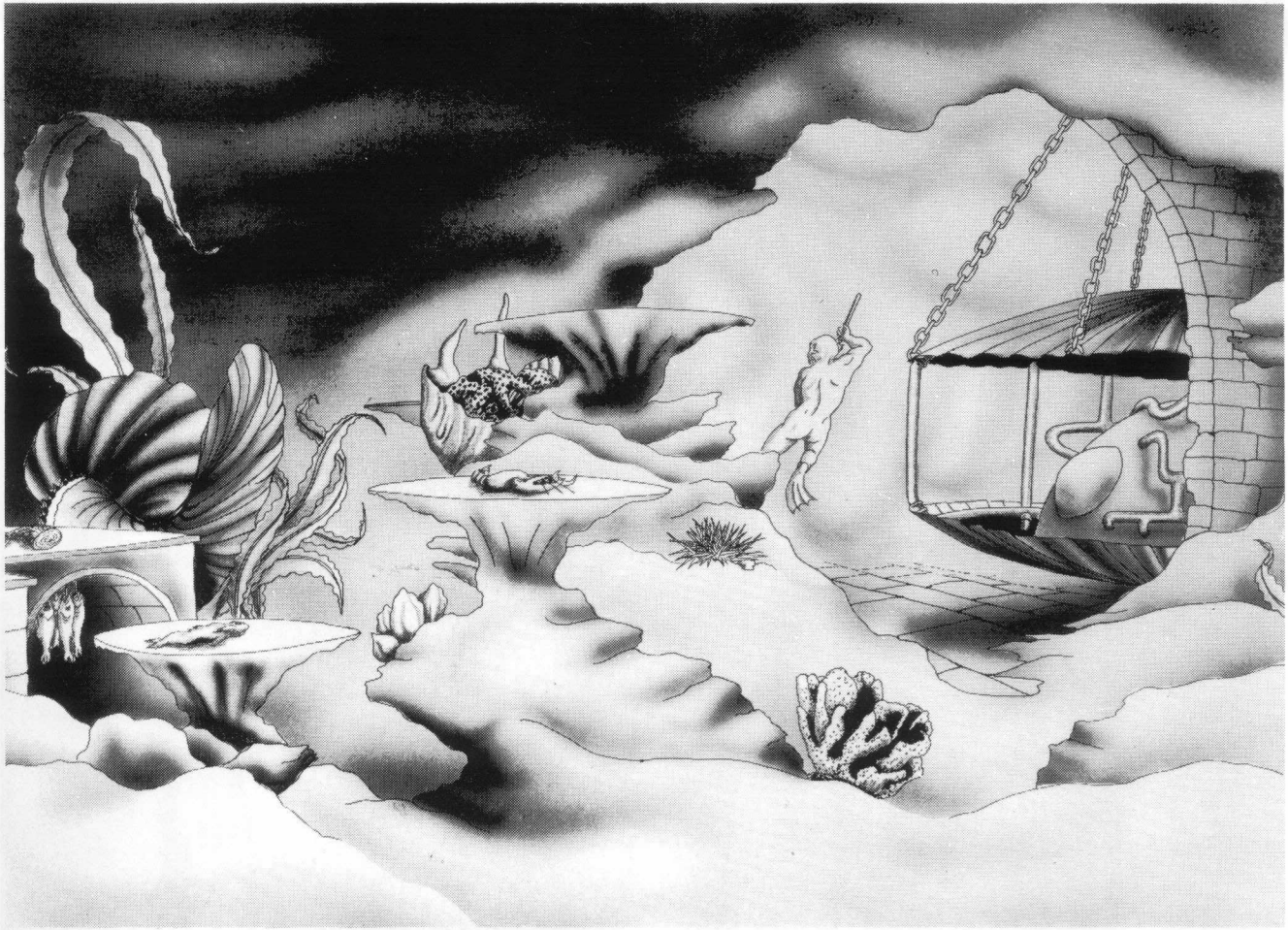
The Seat of Power



Ostea Edulis



The Shrine



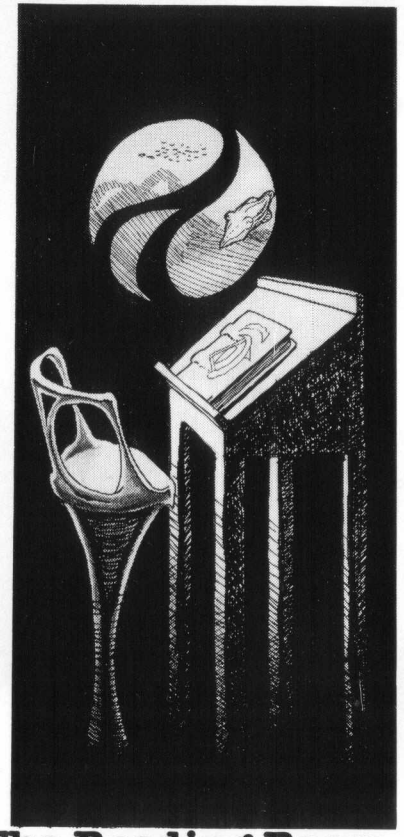
Something's Cooking

Princess Anemone

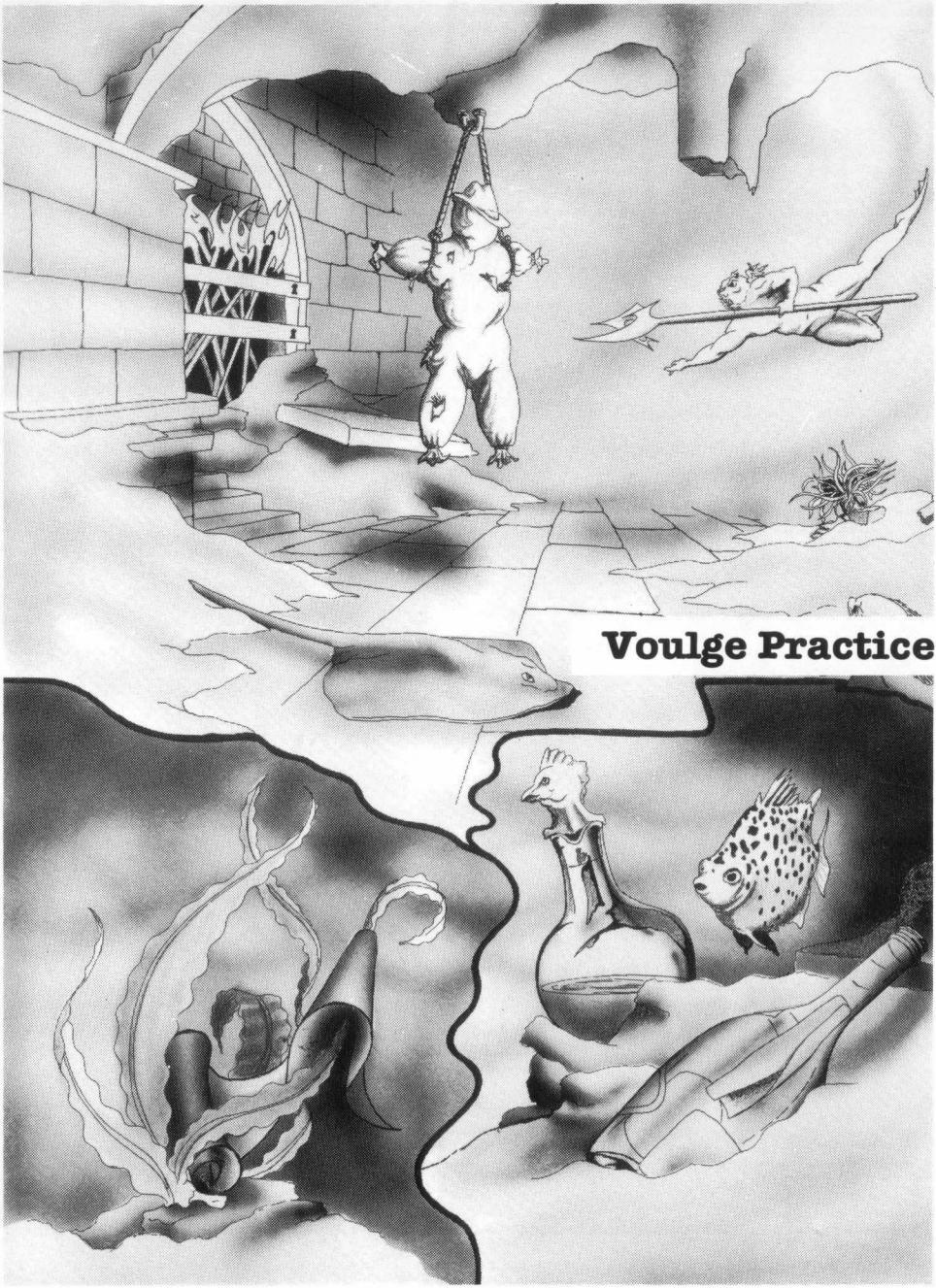
A Giggle of Mermaids

The Clink

Clearly Footwear



The Reading Room



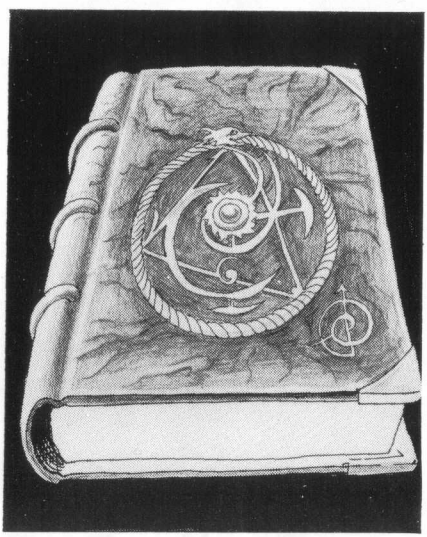
Voulge Practice

Parchment

Sundry Bottles

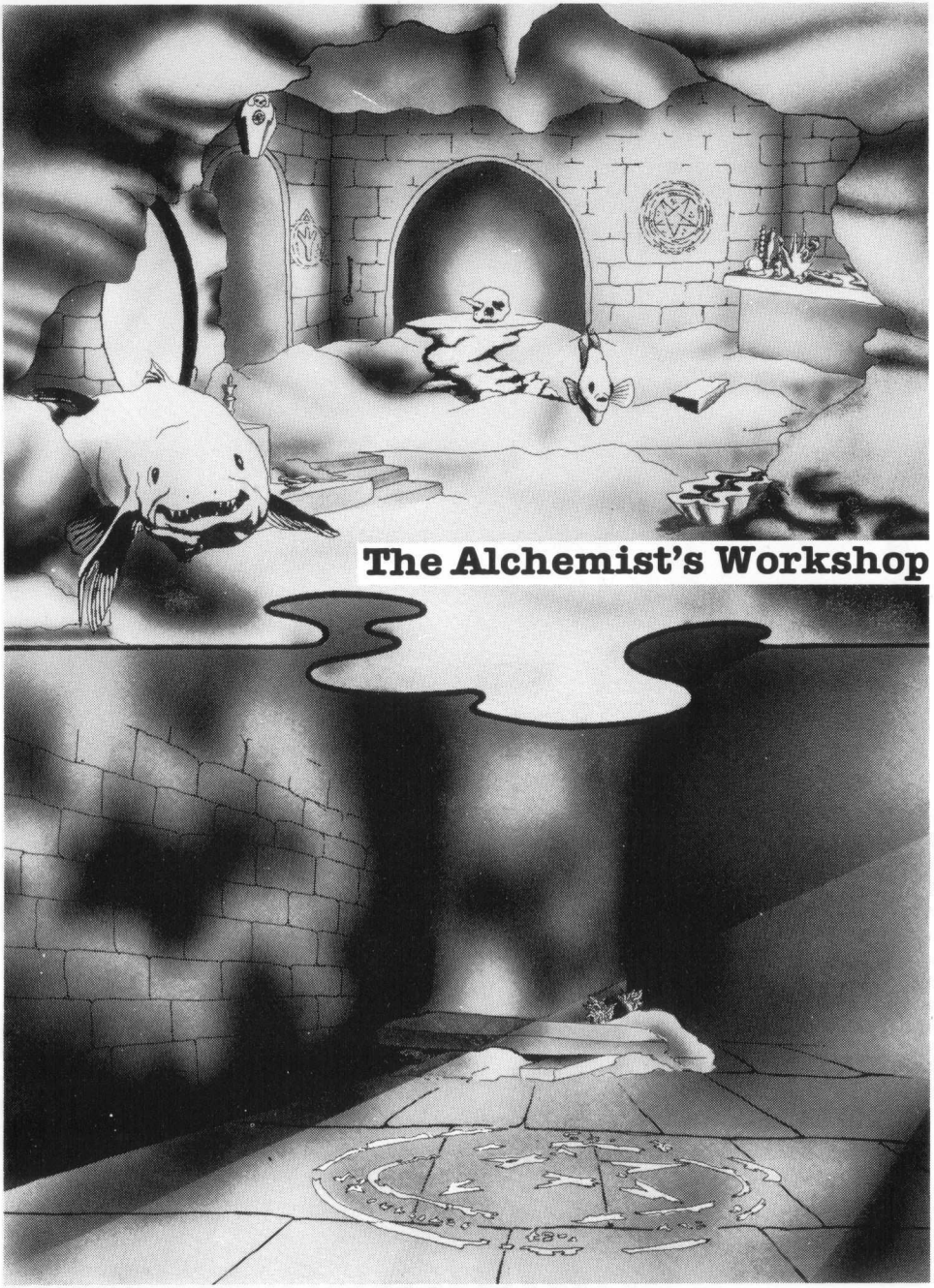
The Seagas Room

Mysterious Stranger



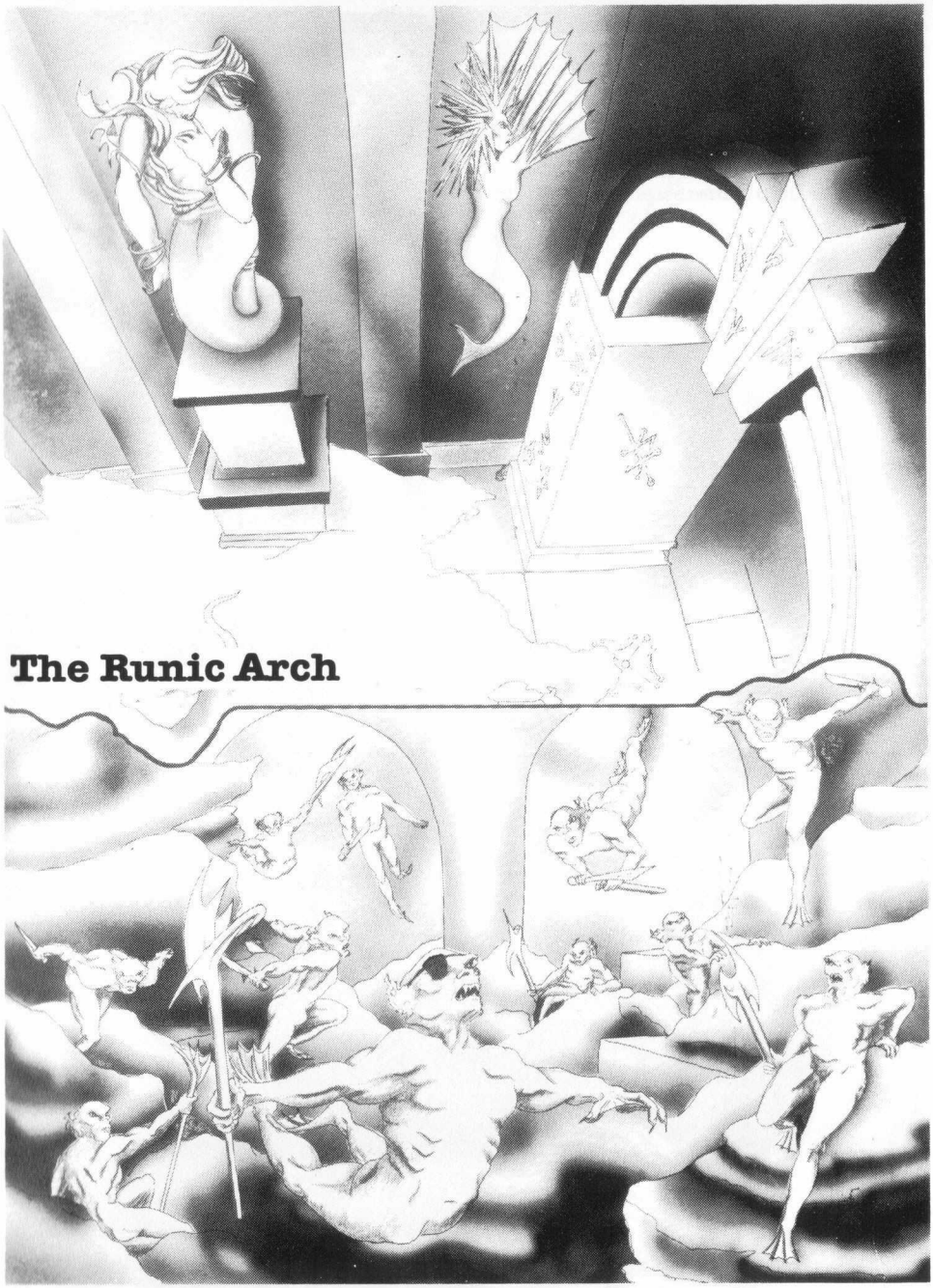
Light (?) Reading

The Courtyard



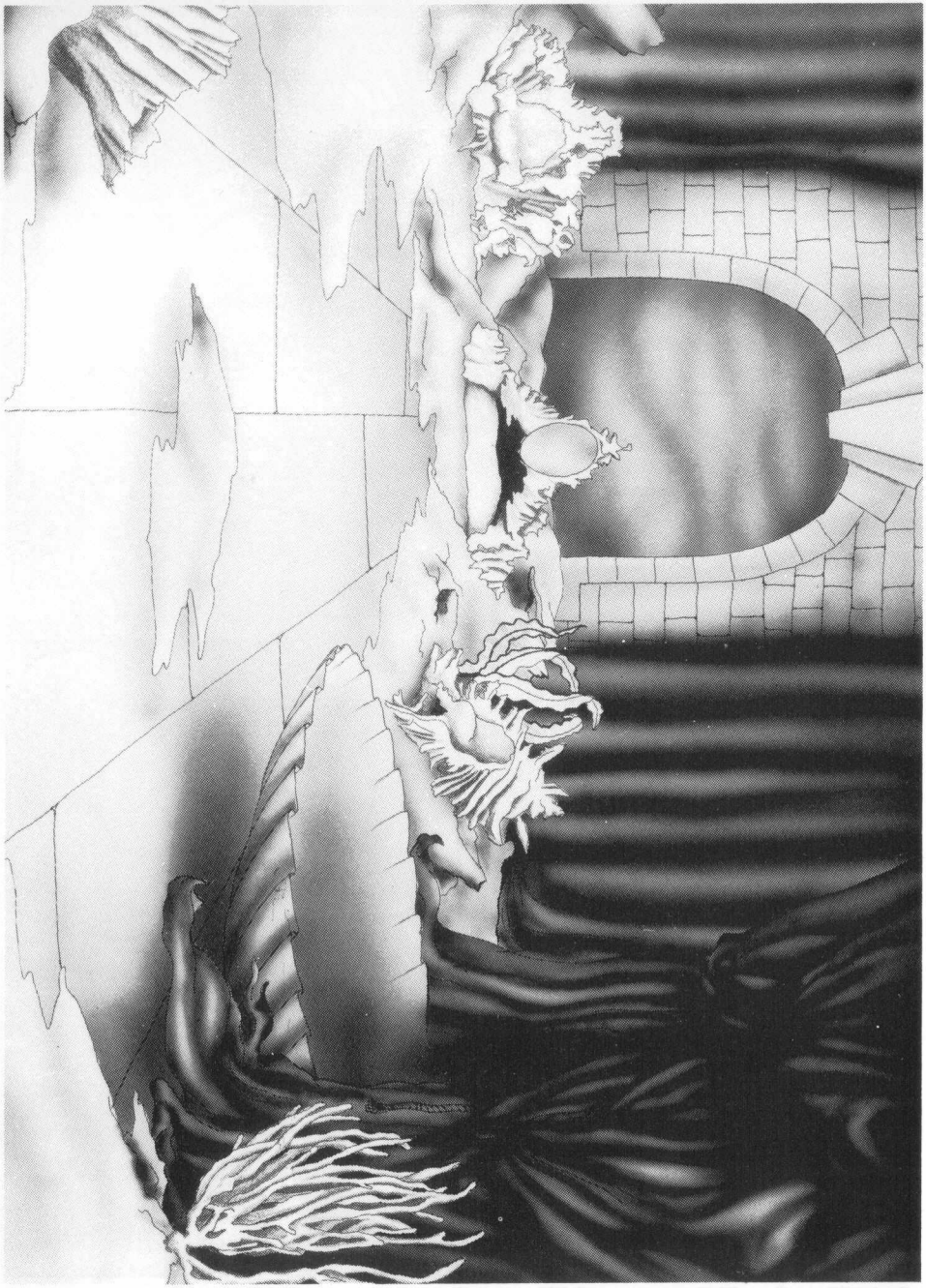
The Alchemist's Workshop

The Magick Circle



The Runic Arch

A Whole Mess of Trouble



The Royal Apartments

Problems

If you have any problems loading or running this program, please return it, stating the problem to:

Salamander Software
17 Norfolk Road
Brighton
East Sussex
BN1 3AA

Help

There is no HELP facility for Fishy Business. If you get really stuck, send a self addressed stamped envelope and we will send you a help sheet.

© Copyright Salamander Software 1983

My name is Diamond. Dan Diamond. And I'm in deep, deep trouble. A PI's life ain't easy at the best of times. It's a nasty, dirty business full of nasty, dirty people doing nasty, dirty things and looking for plumbers to fix their baths. When I first took on this case, I had no idea that what started out as a short jaunt to a nearby graveyard would turn into the biggest mystery since Taft's election . . .

As private investigator Dan Diamond, you have plumbed the depths of Franklin's Tomb, become Lost in Space and finally been stranded on a desert island on a watery world. As you approach the end of your long quest, you decide something is afoot, and it smells like Fishy Business . . .

Fishy Business is a game for one player.

This adventure can be played on its own, but you may enjoy it more if played as the 3rd part of the Dan Diamond Trilogy.

The Dan Diamond Trilogy
Part 1. Franklin's Tomb
Part 2. Lost in Space
Part 3. Fishy Business