



Hotel Caper.doc

WELCOME TO THE HOTEL CAPER

- or The Rescue of Daring Drake -

You are the world famous detective, Sally Sunday. Not a stranger to the dark world of crime, you undertake a mission to rescue Daring Drake from the hotel hangout of Gangster Gary and his mob. Not only do you have to rescue Drake, but you must defUSE a time bomb Gary has planted underneath a nearby bank. Although you are talented in many areas, defusing bombs is not one of them. However, Drake didn't get his nickname "Daring" for nothing. And don't despair, you have CLIMBEd out of worse messes.

The following advice is OFFERed:

MOVE through the hotel by selecting directions from the menu or using their command key equivalents. Most exits are described in the text window along with the description of the room you are in. A few exits are not described and you have to figure them out yourself, but beware, they can get dangerous.

You may click on objects found in rooms to pick them up or, if they are not mobile objects, to get a description of them. If an object is a potential weapon, when you pick it up it will be added to the weapons menu.

Not all options of the game are found in the menus. You may type in commands, in fact, you must type in some commands, in order to solve the game. Be sure to search and open frequently. Some objects have to be directly referenced in a command and some do not, such as "OPEN LOCKET." (P.S. There is no locket in the game.) Try different action verbs with different objects. Some items won't be opened unless you have certain objects in your possession. Also, some characters may be bribed.

Sally is not one for violence and she has been known to solve a case without killing anyone, although when muscled, her opponents know they are playing with fire.

These clues to help get you started playing HOTEL CAPER were written by the author of the game, Bruce Muckala.

