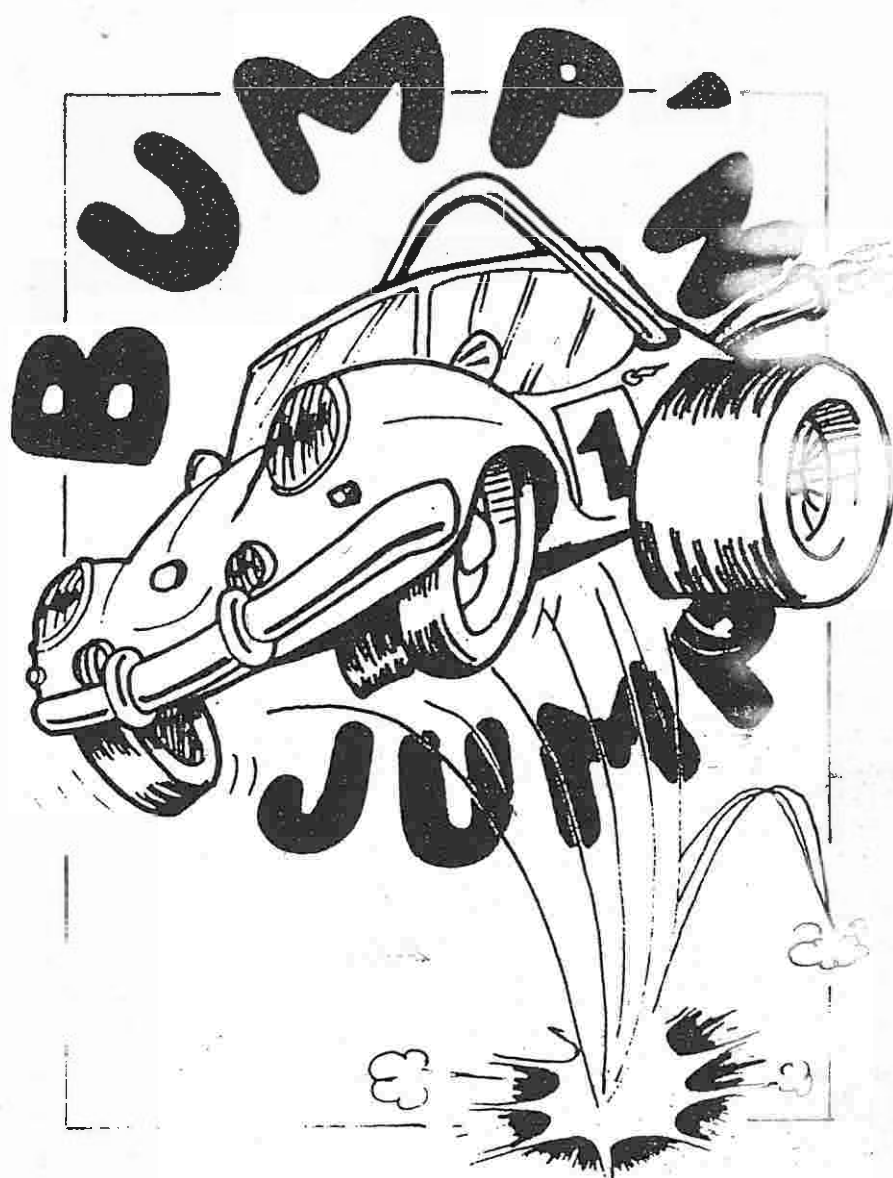
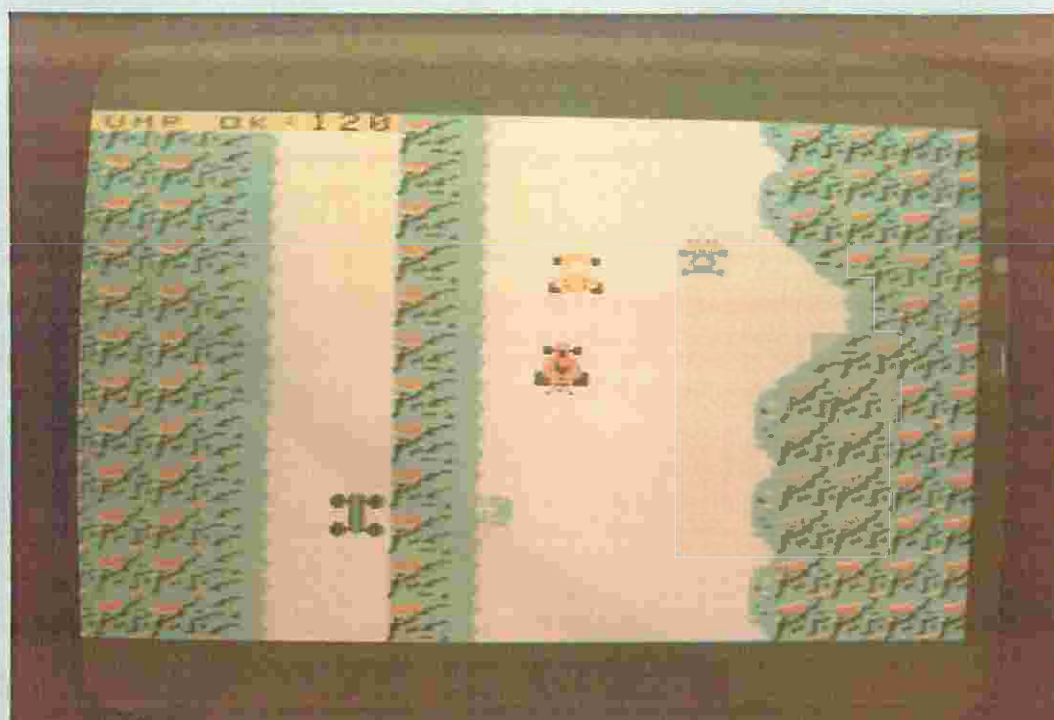


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BUMP 'N' JUMP

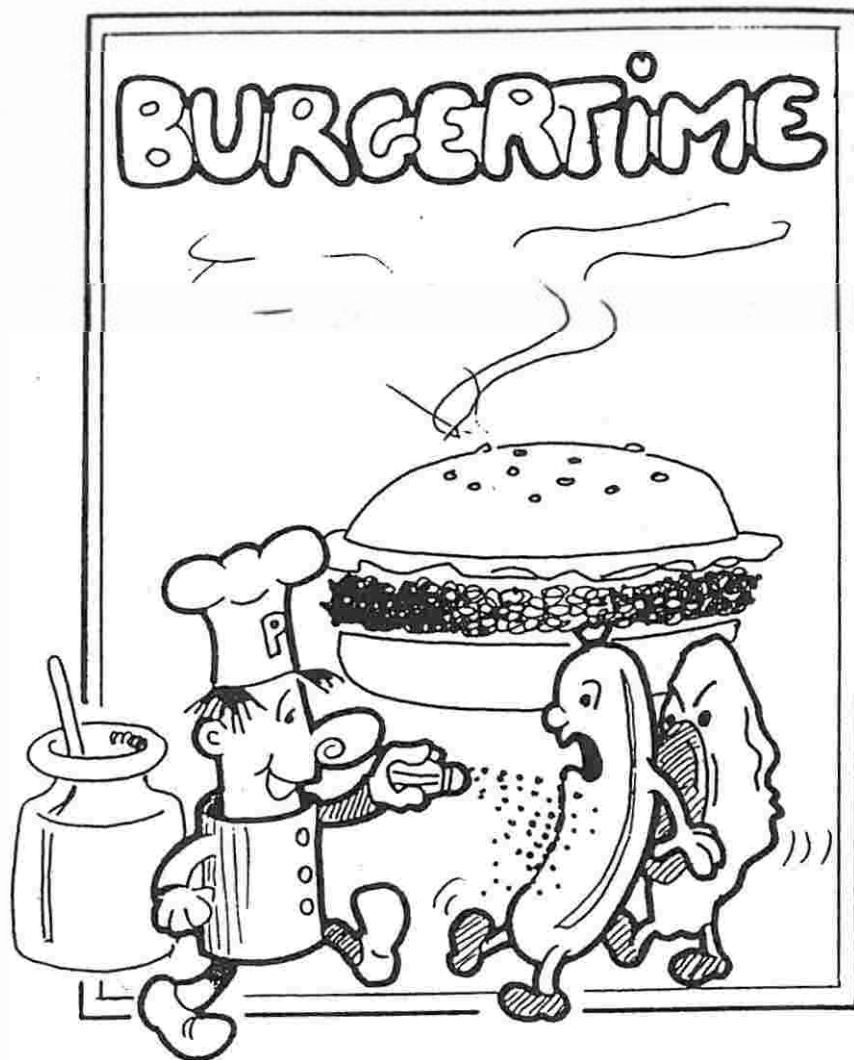
This is a one or two player game based on Data East's arcade game of the same name.

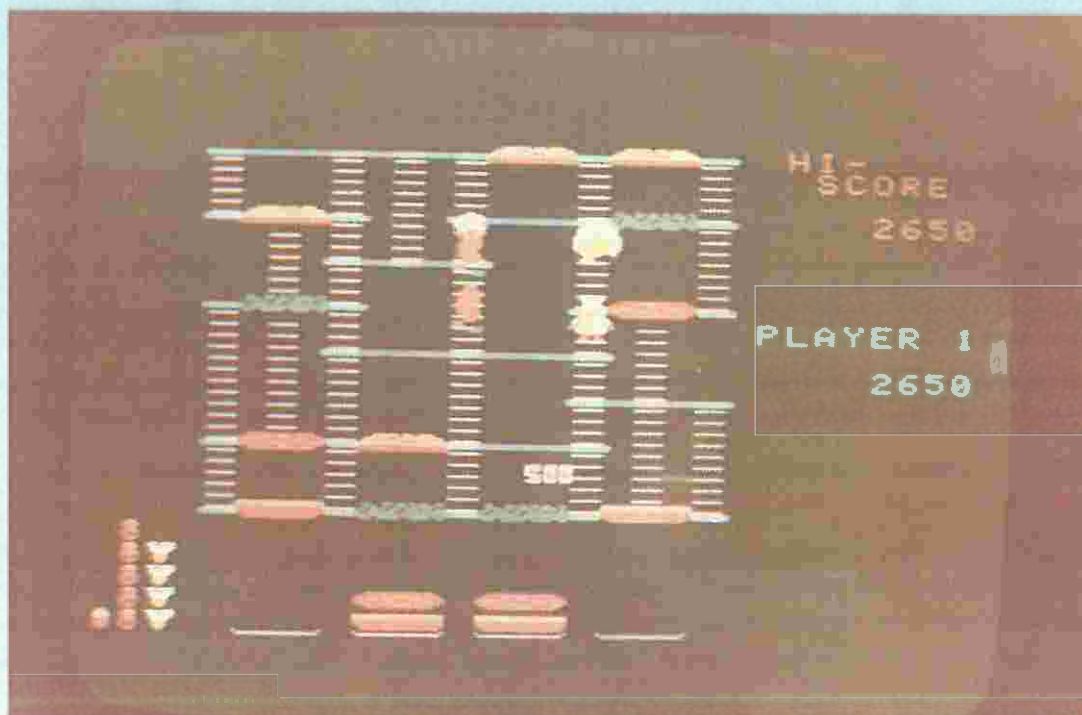
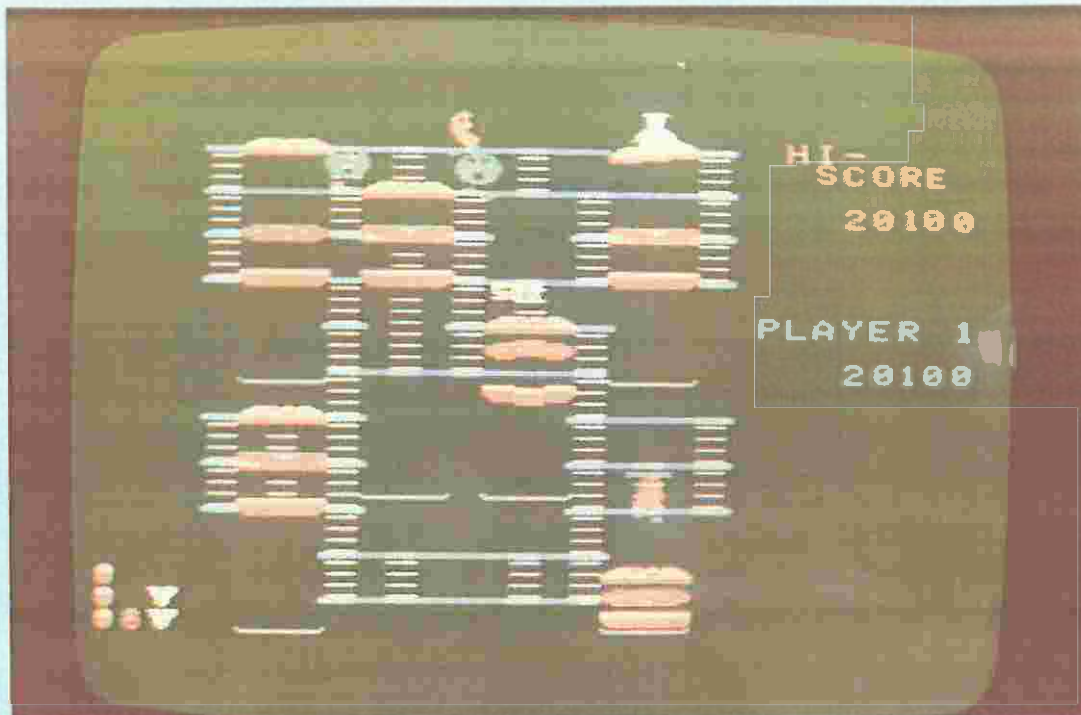
You drive a car along a roadway which varies in width and which has obstacles in the form of dykes that must be jumped. Enemy cars try to bump you off the road and dump trucks leave rubble in your path.

The object of the game is to travel as far as possible and kill as many enemies as possible. You kill enemies by bumping them off the road or by jumping and landing on top of them. The faster you travel, the easier it is to bump the enemies.

There are twenty different roadways, and the further you travel the more difficult the game becomes.





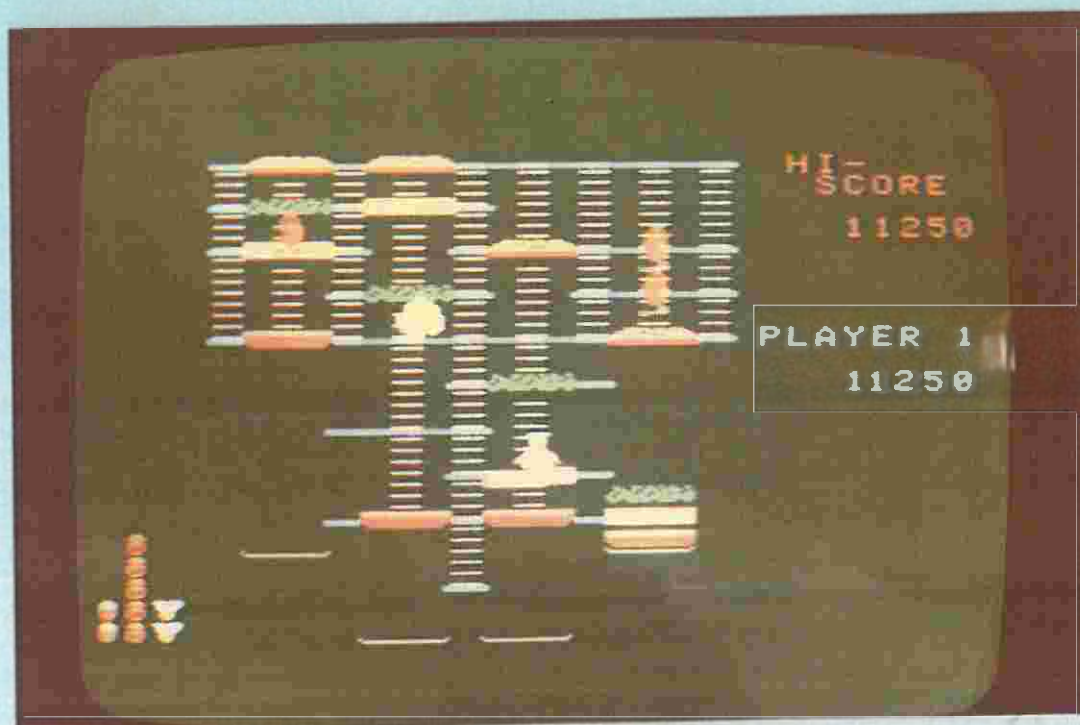


BURGER TIME

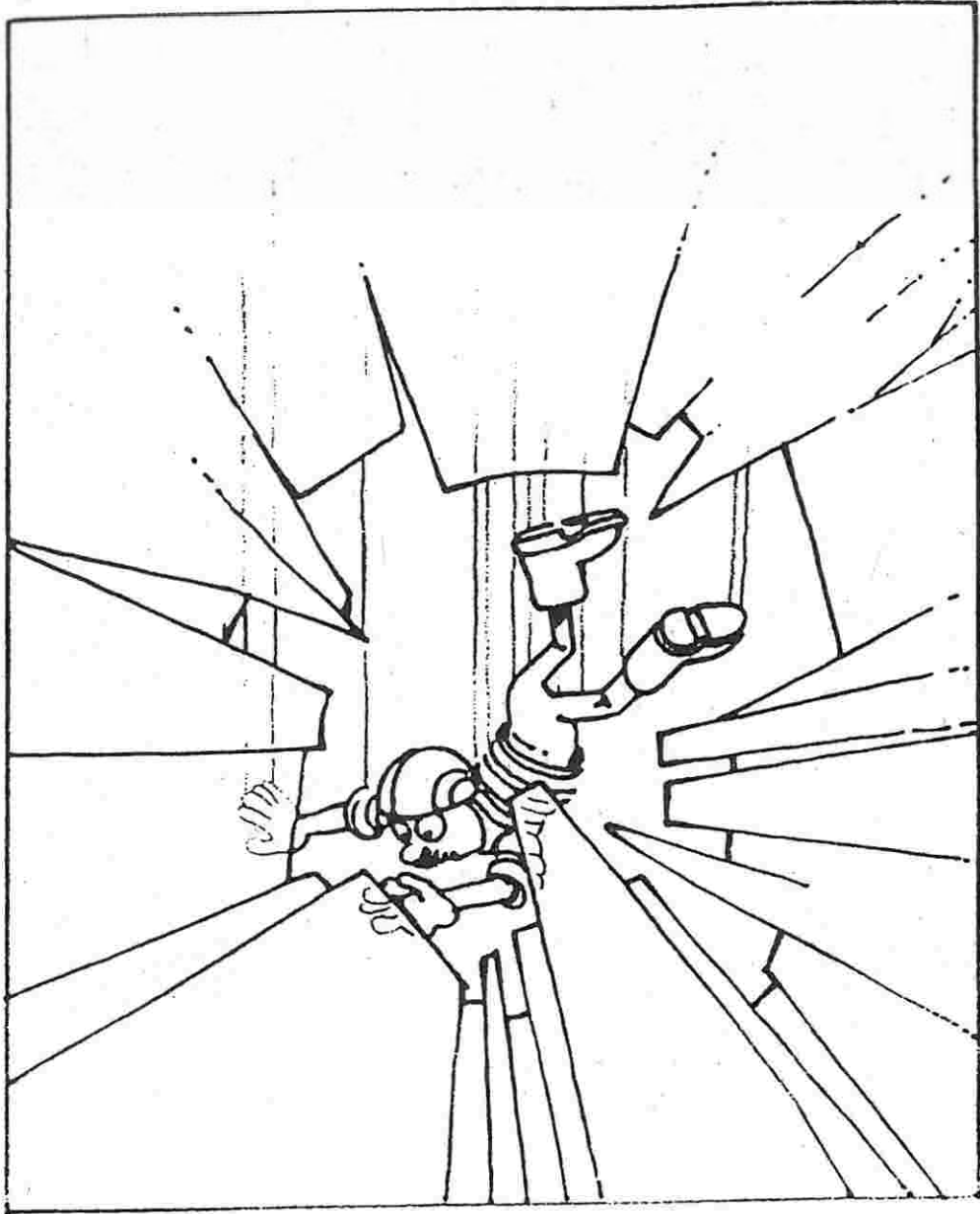
Your Colecovision version bites back at the arcade !

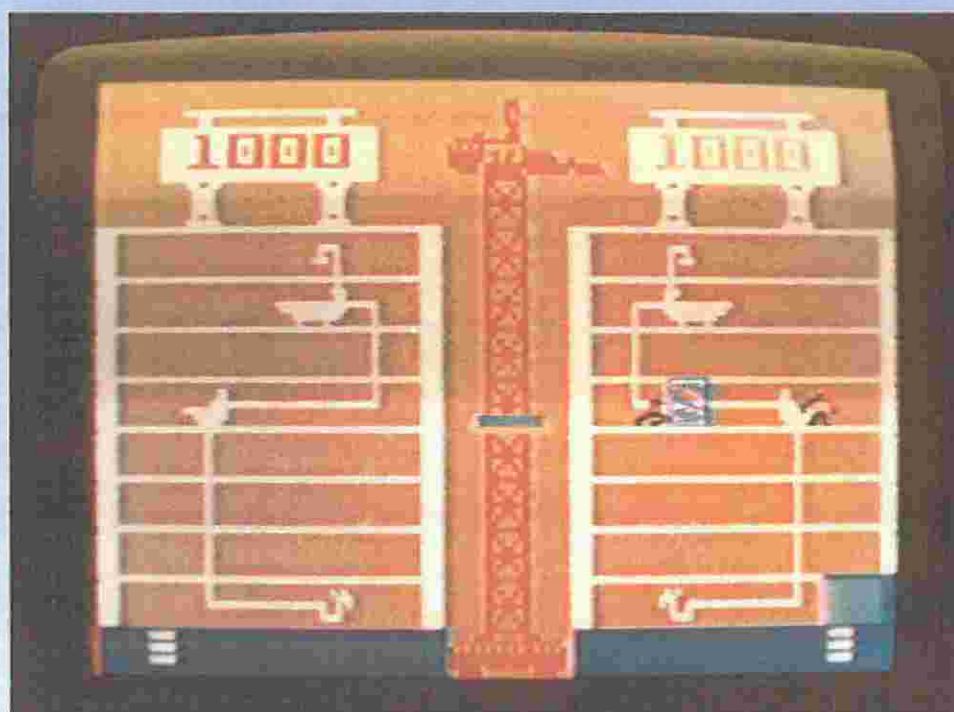
Your chef is battling for his life in the fast-paced world of fast food. He scurries up ladders and across planks in a frantic effort to build delicious hamburgers. Horrible hot dogs, evil eggs, and perilous pickles constantly try to surround and trap him. Dust those nasties with a pinch of pepper and stop them in their tracks. Gulp some coffee or gobble some fries and you store some extra pepper. Get through the sixth maze and you are a certified burger-maniac.

- 1 or 2 can play.
- Three kinds of nasties - pickles, eggs and hot dogs - get quicker the longer you survive.
- You start with 5 Chefs. Get another for each 10 000 points you score.
- Score points by dropping buns, lettuce, tomatoes, and patties. Rack up the big points by squashing the nasties or better yet giving them a ride down on a failing ingredient!
- Six mazes, just like the arcade, requiring inventive strategies to master.
- A visual feast for the computer game gourmet !



HARD-HAT





HARD HAT

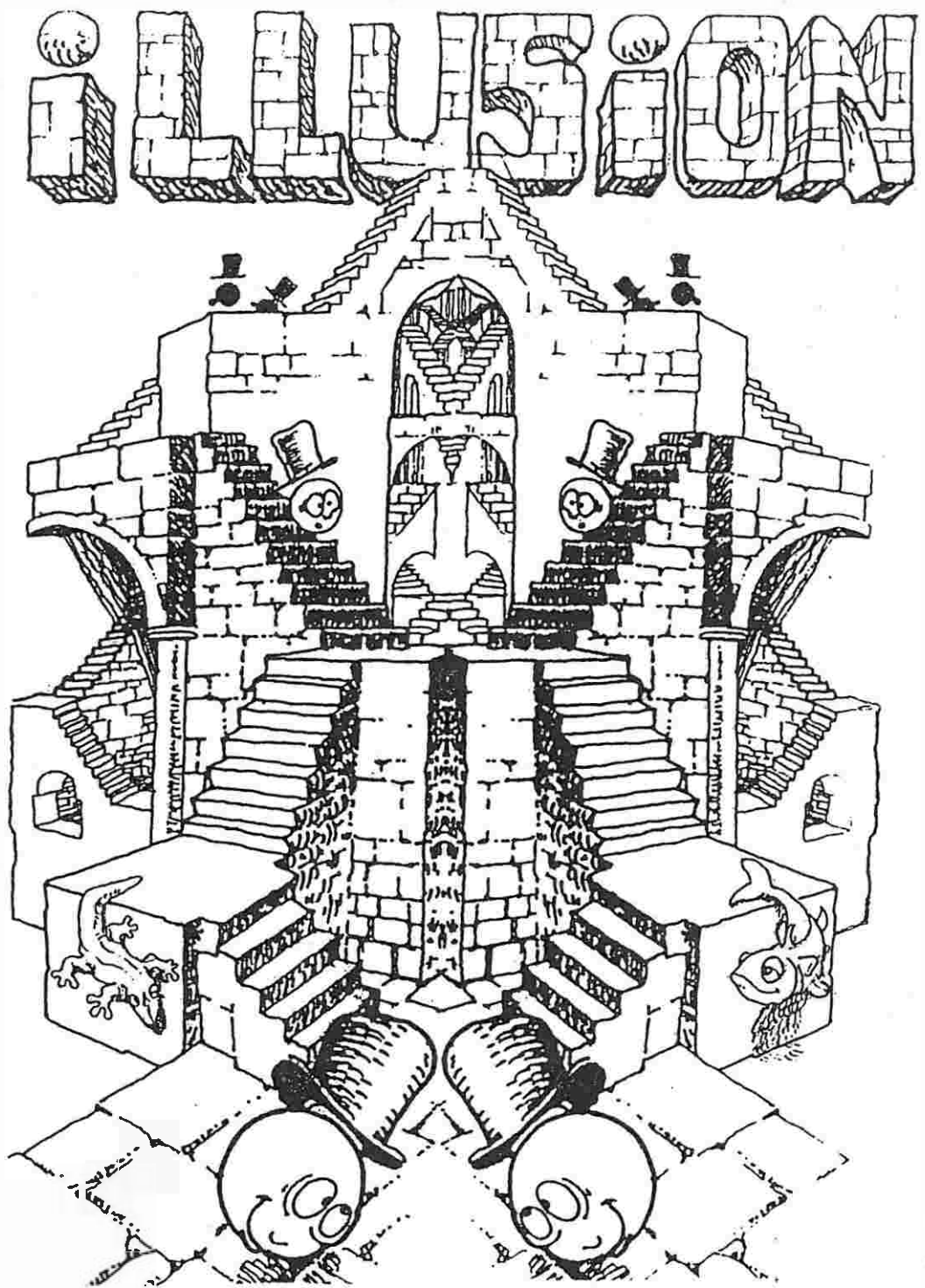
Two buildings under construction stand either side of a crane with its moving platform. The buildings have yet to be fitted with panes of glass - This is your job. You can run along floors and roofs ; and climb up and down using the network of pipes and shower hose.

Twelve panes of glass at a time are sent up on the platform to a level. Your job is to jump on to the platform and pull off a pane of glass at that level and position it in an empty space. Beware - if you try to lay it in an already occupied place. The pane will fall to the ground and smash, unless your opponent gets in the way! This sends the opponent tumbling down - likewise he could do the same to you.

If you want to be really mean and win at the same time, you will have to pull panes of glass out of your opponents building, but watch out he can throw you off his building. The bill board on top of your building shows your score, but unfortunately the bill boards are faulty and require a good hammering to adjust the score !!!

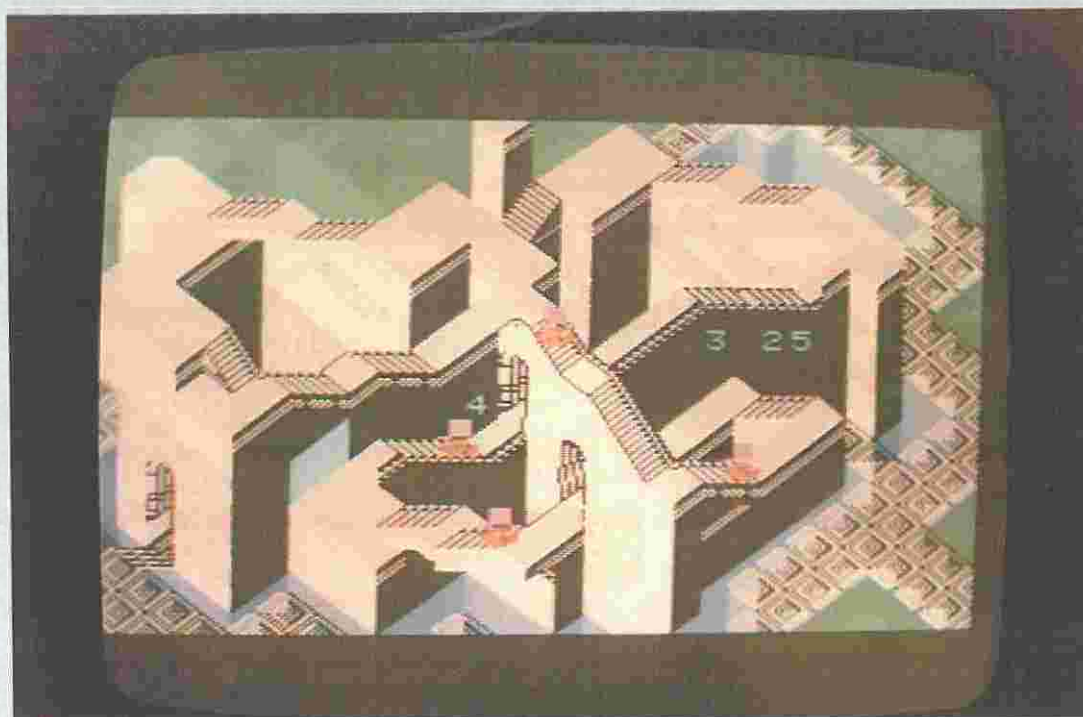
Sometimes, a pick axe appears which, if you get it, enables you to knock your opponent off his own building.

Since laying panes is a tiring job, many tea-breaks are needed - thus at set intervals a tea-urn appears, but only one of you can have it, so you had better run fast !!!





Level 1 (Intellivision)



Level 1 (Colecovision)

ILLUSIONS

DESCRIPTION

This game is in two phases, which alternate. The object in phases one, three, and so on is to unite a set of identical men who are split up at the start. Once the men are united, they pass through a mirror into the second phase, where the objective is to split them up again, and send them back through the mirror, one by one, to the first phase.

The first phase takes place on an endless staircase, which ascends in one direction, and descends in the other, forming a (complex) loop. The men all respond to the SAME commands, which would at first sight seem to make uniting them impossible...

The second phase takes place within a 'cube' of sorts (though not one that could ever exist in the real world). Once again, the men all respond to the same commands.

GAME PLAY - PHASE ONE :

The disc moves the men upstairs (top of disc), or downstairs (bottom of disc). The men are in continuous motion, the disc simply changes their direction.

The top action buttons cause the men to jump up the screen at the next opportunity, the bottom action buttons cause them to jump down the screen at the next opportunity.

Jumping may take place at certain points on the stairs which are on the same vertical line (exactly where you will have to learn by experience). A command to jump is STORED by all the men, and they will actually jump as soon as they reach a point where they can do so. If you give a further jump command to a man who already has one stored, he will ignore the new command until he has performed the old one. Since the stairs are asymmetrical, not all men will be able to jump at the same time, and you can use this to alter the distance between the men, and eventually merge them (which happens as soon as two men touch ; note that men in the tunnels won't interact).

You have a total of five minutes per round - once you run out of time the game is over.

There are initially four men ; the total reduces whenever two men merge.

Once you have only one man left, move him in front of the mirror to end the round (the man will go red when he is alone). Once you have less than three men, there is a further time limit (as first about one minute, but getting less as the game goes on), after which a new man will merge from the mirror.

On round 3 and subsequent, you have enemies in the form of lizards, which crawl up the walls onto the stairs, and then start rolling downstairs, gathering speed as they go. Lizards don't interact with men on platforms, but if they touch on the stairs, the lizards bites the man (and disappears), and a new man appears ; if there are already four men on, the extra men are stored in the mirror, and will appear as soon as two men merge. The number of men is shown on the screen.

Your defence against lizards (aside from getting out of the way), is the water. From time to time a glass of water appears, and if a man runs into it, it tips up and water starts to flow downstairs. The water does not affect the men, but if a lizard hits it, it is transformed into a fish, which flops around briefly before disappearing. If you can catch the fish, you get some bonus time (one minute for the first fish in a round, less for later ones).

Both lizards and water will disappear after a time if they haven't hit anything.

Other hazards :

- On round 5 and after, there may be two lizards at once.
- On round 7 and after, lizards sometimes jump as well as rolling.

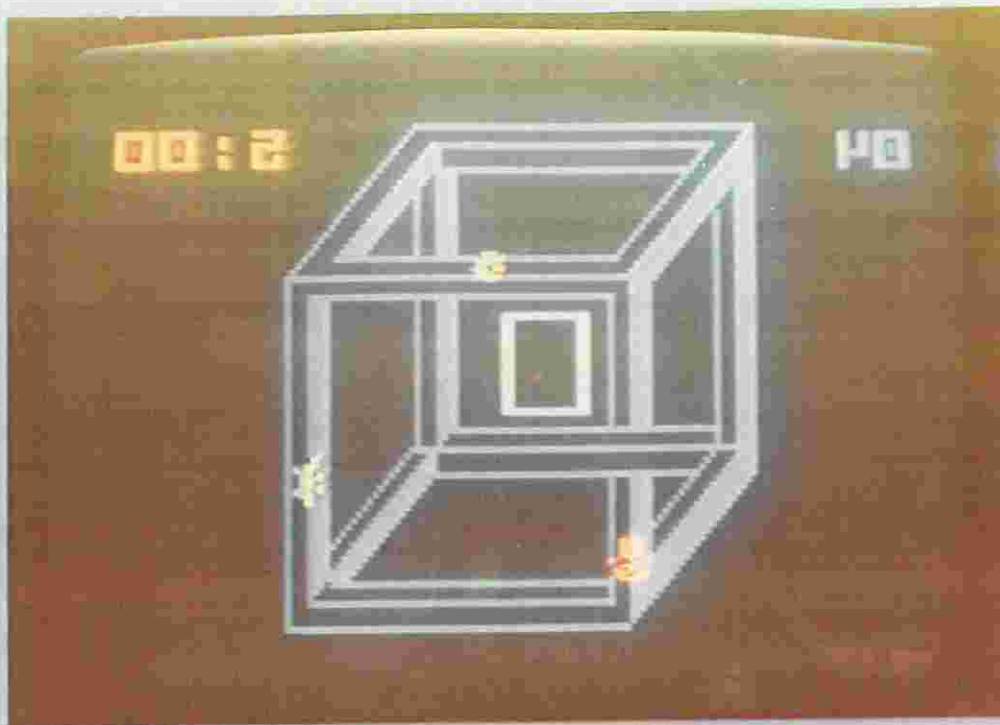
Also, a fish which is not picked up will turn into a bird, which flies towards one of the men, and then flies around one area of the maze. If the bird touches a man, you lose one minute of time, and the bird disappears.

- On round 9 and after, some of the lizards are chameleons, which change colour to match their background.
- On round 11 and after, a bird does not just disappear if avoided, but turns into an egg. If you can reach the egg within 5 seconds you will destroy it (no points are given for this), but if you fail to do so, it hatches into a 'superlizard' which does not disappear when it bites a man.
- On round 13 and after, the birds are orange 'superbirds' which can peck you many times, rather than just once.

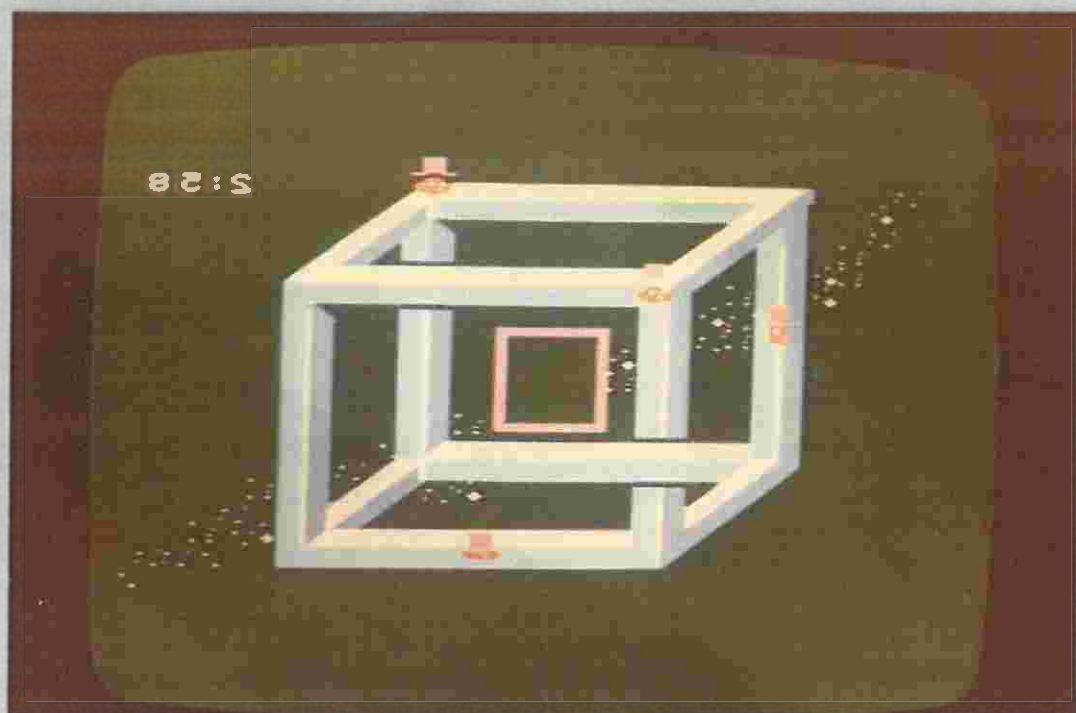
SCORING - PHASE ONE :

10 points per successful merge.

10 points per second of time remaining at end of round.



Level 2 (Intellivision)



Level 2 (Colecovision)

GAME PLAY - PHASE TWO :

The men move round the 'cube' in a complex loop which eventually covers all the edges. The colour of a man tells you how many 'alter egos' there are 'inside him' :

Red : 4 (the state at the start)
Orange : 3
Yellow : 2
White : 1

When all four men are white (and only then), each man passing the mirror is sucked into it (and back into phase one).

The discs control the direction of the loop - down is clockwise on the upper and lower loops, up is anti-clockwise.

The buttons are used to 'short-circuit' the loop making the men move up or down as soon as possible. They are stored just like the jumps in the first phase. You can go up from any of the bottom corners, (top action button) and down from the top ones (bottom action button).

Each time a man takes a 'short-circuit' in the loop, he will split up (unless he is already white). If he currently contains an odd number of alter-egos, the majority will go on the short circuit. However, when two men touch, they will merge once more...

You have five minutes for the round. If you run out of time, the game ends.

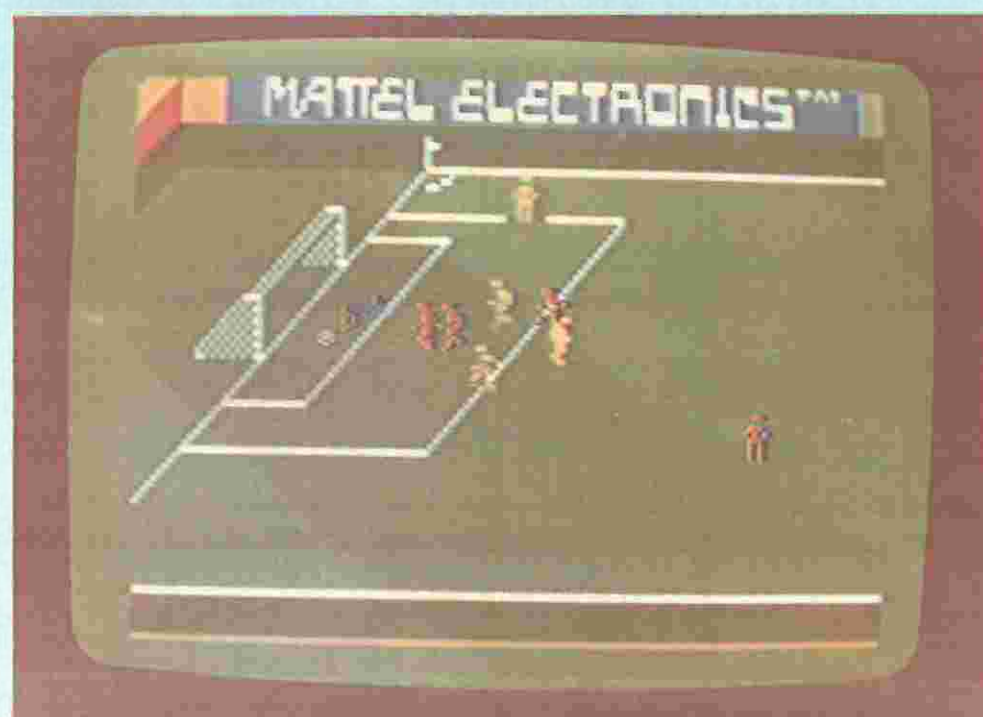
Enemies in the second phase are the same as the first, with the following differences

- There is no water - if you manage to avoid the lizards for a while, they change to fish.
- The fish stays for only 2 seconds before disappearing.
- The lizards are dangerous only when rolling ; when climbing up or down the vertical struts they cannot bite you.
- New men don't come out of the mirror, they merge immediately with men on screen.

SCORING - PHASE TWO

10 points per second left at the end of the round.
10 points per man sent into the mirror.





SUPER SOCCER

The Super Soccer cartridge is designed to create as realistic a game as possible, featuring as many aspects as possible of the real game, such as free-kicks, offside, high crosses, etc...

As well as the normal match, the game includes a penalty practice feature, where human players control the goalkeeper, the taker, or both.

The normal match allows up to 4 players (maximum of 2 per side) to play and lasts 45 minutes each side, plus extra time and penalty kick-outs if required.

The controlled players can pass the ball, cross the ball, shoot the ball, call for the ball, jump to try and head the ball, or even, tackle another player if he so wishes, as well as being ball greedy and trying to dribble with the ball.

Any players not controlled play automatically, mimicking the facilities available to the controlled players and in fact, both teams can be left under the control of the computer, demonstrating how the game should be played.

At any time during the game, a new teammate can be selected to be controlled if desired thus giving the situation, perhaps, where the controlled player can pass the ball to a teammate, and later select the teammate (or another player) selected, thus allowing more control of the game, subject to level of skill.

The goalkeeper as usual stands around his goal waiting for something to happen, and if an attack builds up, as is his duty, he tries to block the ball, diving if necessary, then to clear the ball upfield as quickly as possible. If desired, the diving can be controlled to enable the player to dive in the wrong direction (too late), as well as the computer.

As in the real game, there are the dead-ball situations. These are when the ball goes out of bounds resulting in a corner goal kick, or throw-in, or if a foul occurs, whether it be offside, an indirect free kick, or penalty.

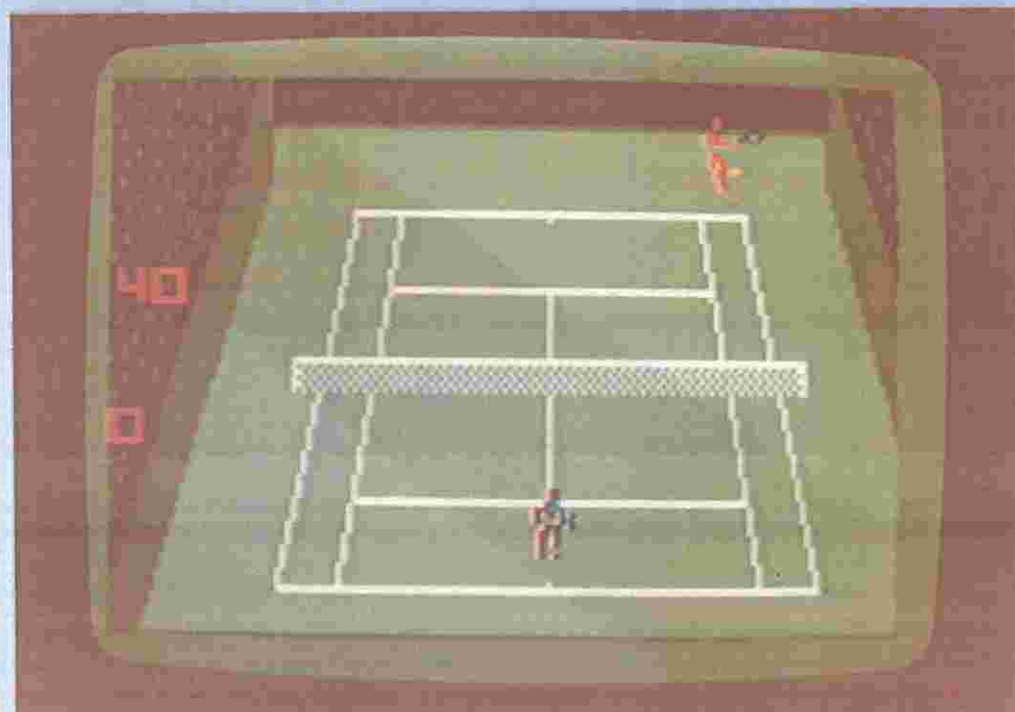
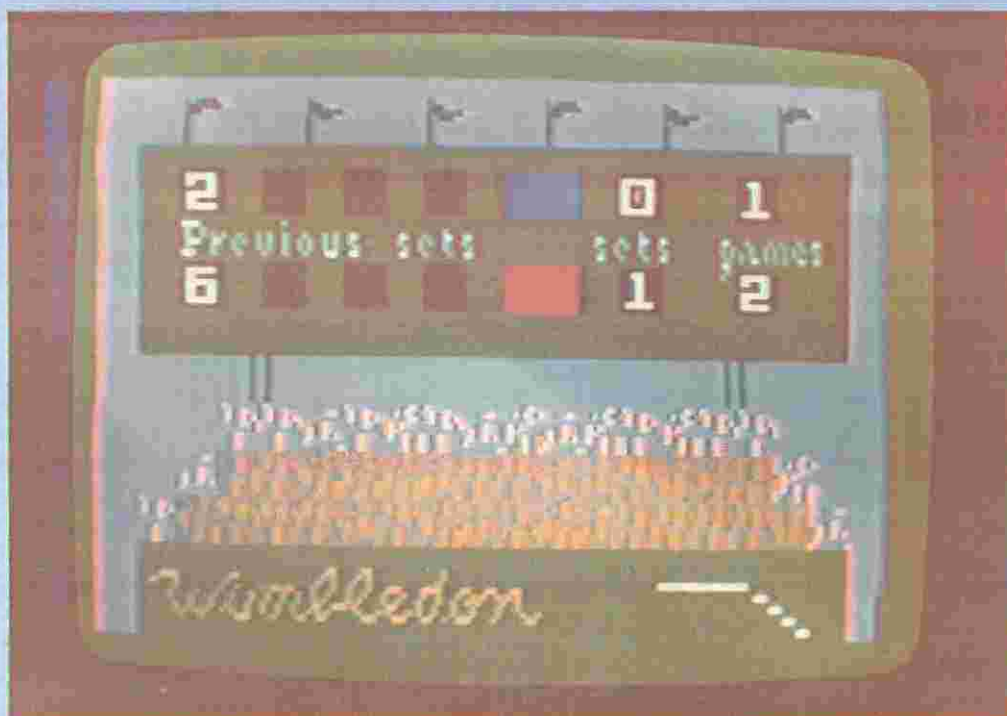
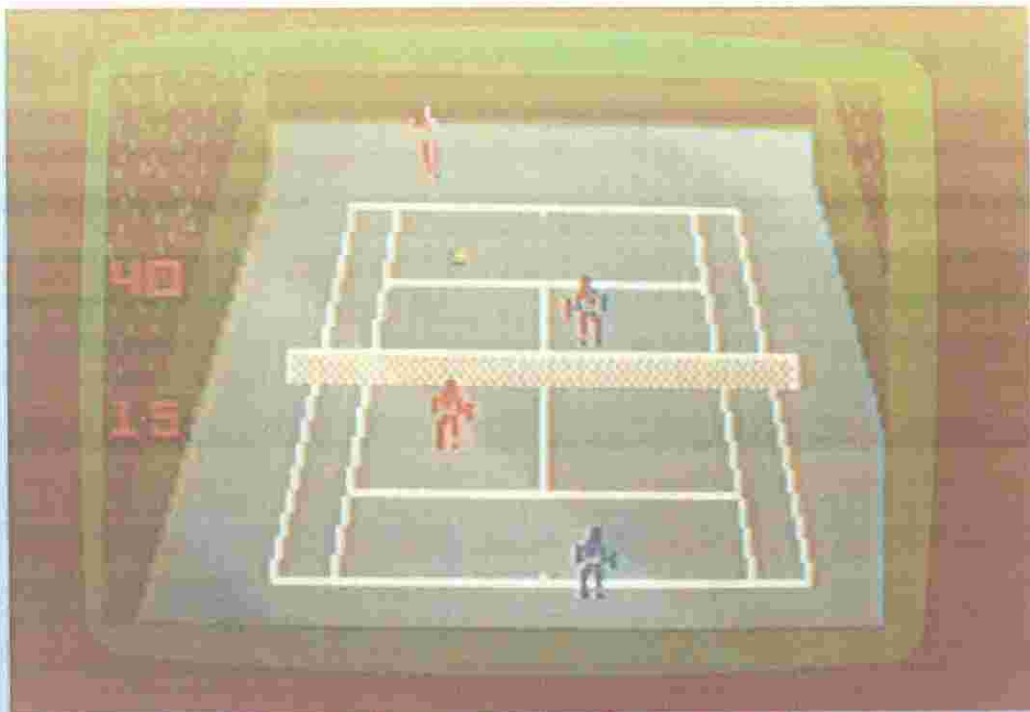
For the corner, throw-in or foul (excluding penalty) the player can select to take it himself or let the computer take it and ask for the ball instead.

But how does a foul occur, I hear you ask. Well, an indirect free-kick or a penalty results when an attacker is brutally tackled, the penalty resulting when the malicious crime takes place inside the penalty area. For the offside, well like in the real game, an attacker is beaten by the offside trap, whether by the stealth of the defenders, or the laziness of the attacker involved.

If there is a penalty situation, whether in the normal game, or whether practicing, the screen switches to face the goals, showing a good view of the goalkeeper's knees trembling, and again as in the real game, all the psychology of which side the ball should go and how hard and high to hit it, while the poor goalkeeper is wondering which side the ball will go and how hard and high will it be hit.







SUPER TENNIS

1, 2, or 4 players can enjoy all these ways of playing tennis :

- human player against another one,
- human player against computer
- 2 human players against computer,
- 1 human player partnered by computer against such another mixed team,
- 2 human players against 2 others (on ECS only).

A computer simulation of singles match show you how you might play !

You can choose between 3 different venues (Wimbledon, Roland Garros, Flushing Meadows) each seen from high above one end of the court, on the centre line.

Players can choose what type of shot to play : fast, slow, lob (both forehand and backhand) plus smash and of course volley.

Serves may be fast or slow, and you can direct them. Depending on how well you time your stroke, it may be a good shot, or let, or out.

During normal play shots are directed such that if the ball has hit the extremity of the racket it will go towards the edge of the opposite court. If, on the other hand, it is hit close to the players' body, the shot will go across straight. The side of the court to which the ball will go is determined by whether the shot is backhand or forehand.

At the end of each set (or between games if required) there is a scoreboard display. The best of five sets wins and appears on the podium.

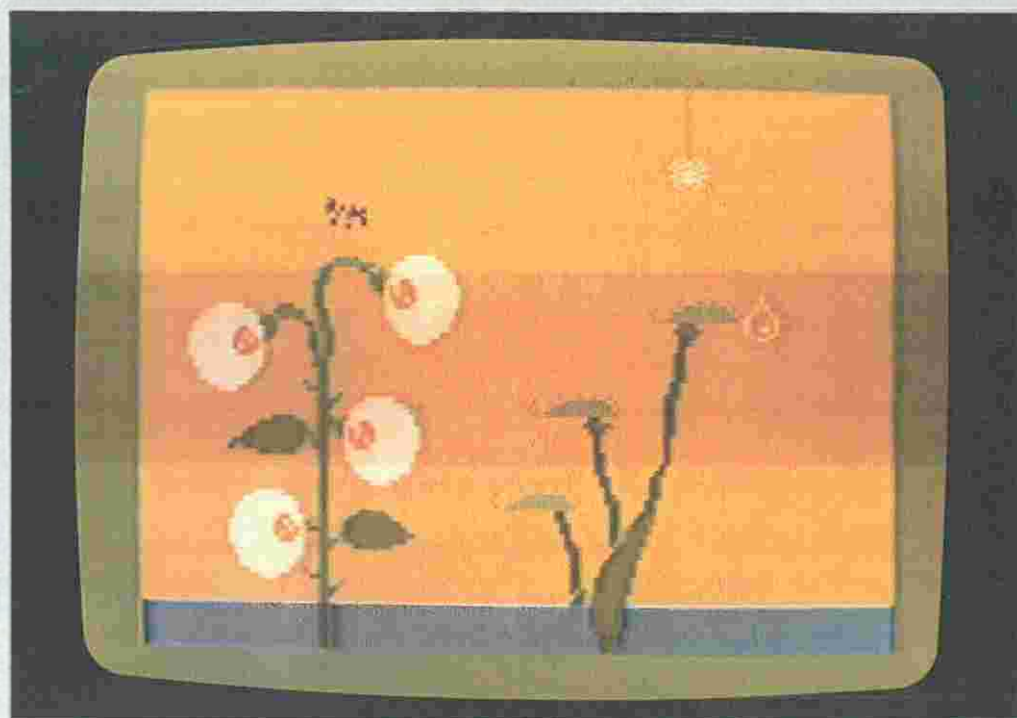
Full sound effects make the game complete.

CONTROLS:

Disc
Top action key
Bottom left action key
Bottom right action key
Key 1
Key 2
Key 3
Key 8
Clear
Key 0
Enter

Move
Fast shot
Lob shot
Slow shot
Level 3 / Serve in
Level 2 / Serve middle
Level 1 / Serve centre
Scoreboard between games
Singles play
Doubles play
Player position





ZZZZ STARRING SPINA THE BEE

Welcome to the zany ZZZZ game. Your mission is very simple. All you have to do is collect pollen from 'THE GARDEN', by flying through the centre of the coloured parts of the flowers. When you've taken all the pollen from a flower, you'll get a bonus for your good work. Of course, as you collect more and more pollen, you're going to get heavier, so you will have to alter your technique as you go.

So what's the problem ? Well, to begin with, as time goes by the flowers will appear closer together and will come on faster, so you'll have to be good to get maximum points. And then there's the water ! Fly too low and you will be stuck. Fly too slow and you'll go off the screen, and that'll be your game finished ! There is no second chance. But at all times keep off the green stuff. Your hard earned pollen will be rubbed off on the leaves and stalks, and the queen will not be amused !

Having completed all the flowers, you will be returned to the hive, where your pollen is counted. If you've worked well, that is, if you've picked up at least 200 pollen points, you can continue the game. If not, it's back to flying school.

Each new round is faster, and features different sets of flowers. You'll also have to face various adversaries who are intent on preventing you success. And you must be especially careful to avoid the Venus Flytraps, as they'll not only take your pollen, but also try and carry you out of sight.

So, you've had your briefing, now take control and happy landings.



SCARFINGER





Level 1 (Intellivision)



Level 2 (Intellivision)



Level 2 (Colecovision)

SCARFINGER

DESCRIPTION

The game casts the player in the role of a secret agent, who has the task of destroying the island stronghold of the villain 'Scarfinger'. Play is divided into four phases, the first three of which can be practiced in isolation. The fourth phase, however, can only be seen by successfully completing the previous three.

The entire game takes place in 'point of view' perspective, so objects grow as they approach the player. There is a driving game, and two shooting/dodging games.

Throughout the game, the player is in command of a 'spycycle' capable of being driven on land (like a motorbike), on the sea (like a speedboat), and underwater (like a mini-sub). The controls vary from phase to phase of the game.

There is an overall time limit on the game, which applies to all the first three phases. The last phase of the game has a separate one minute limit.

When practicing, no score is shown.

PHASE ONE:

The player must drive his cycle along a bending cornice with the island visible in the distance. Aside from the difficulty of controlling the bike, involving changing gear (if a manual gearbox is selected), as well as steering the bike, the player must also dodge mines and pools of water on the road. From time to time, missiles are fired from the island, and these strike the cliff above the road, causing boulders to fall down ; the player must dodge these also. To finish the phase the player must drive a certain distance, and every crash causes him to go back some way. Score is given for avoiding obstacles, and for time left over at the end of the phase.

PHASE TWO:

The player must ride his cycle across the water towards the island. The screen scrolls sideways as the bike turns in this phase. Mines and mechanical sharks set to defend the island must be avoided, or destroyed with the laser cannon and torpedo launcher with which the bike is armed. Both laser and torpedo launcher have limited ammunition.

Missiles launch from the island, splitting into two torpedoes when they hit the water, which the player must avoid or destroy. A plane circles over the island, dropping pods of ammunition, which will be used in the third phase ; the player must pick up as many of these as possible. At the end of the phase, the player must make sure that he is facing the island, or he misses the point at which he must submerge to go into the reactor tunnel, and his mission fails.

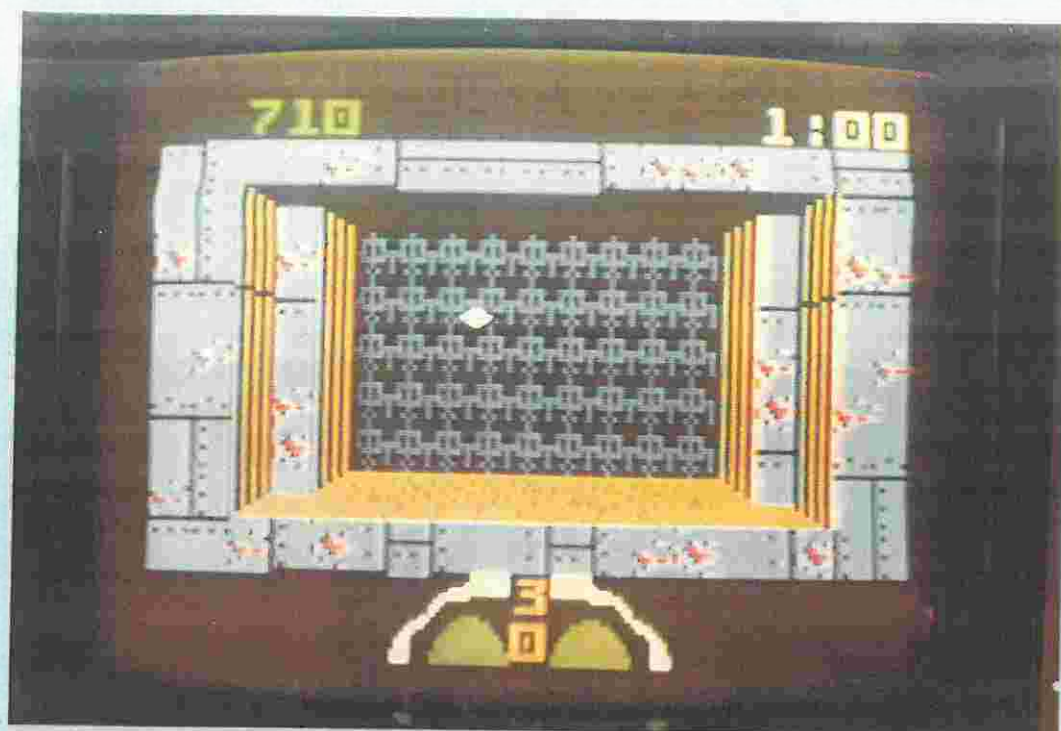
PHASE THREE :

The player must guide his cycle down the underwater tunnel which leads to the reactor. He must avoid the lasers set along the sides of the tunnel from time to time, as well as the irradiated particles which fly from the reactor, and the bolts fired from the ceiling of the tunnel. Being hit by either the particles or the bolts increases the player's radiation level, and if it gets too high the bike is destroyed. The player may use the ammunition picked up in the last phase to destroy bolts and particles before they reach him.

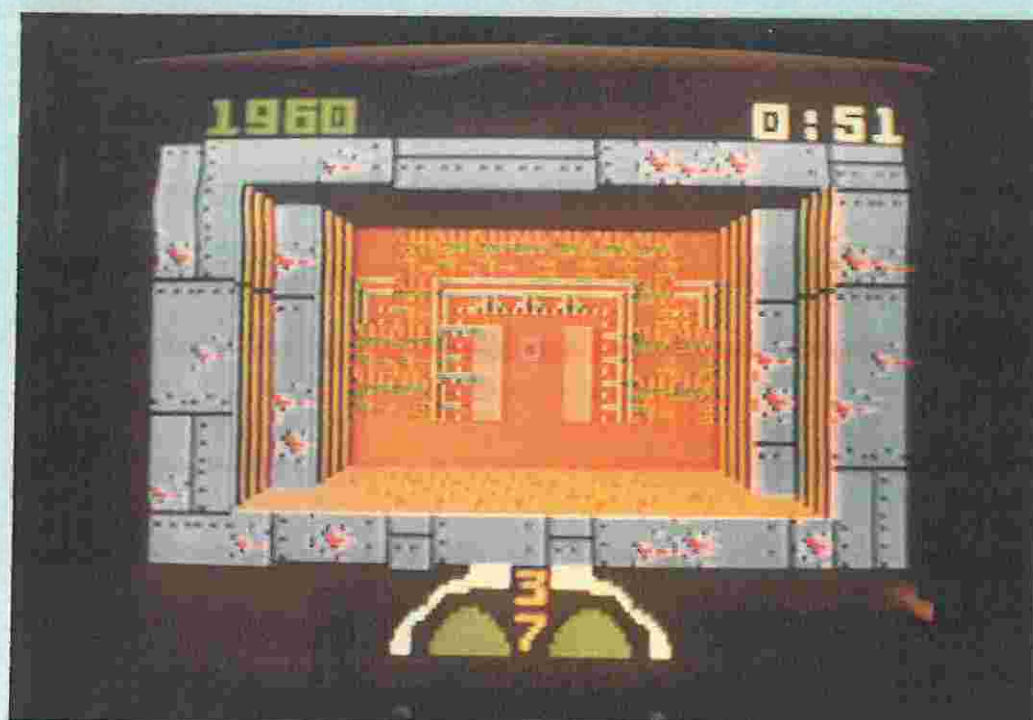
PHASE FOUR :

At the end of the tunnel is a gate - the player must hit a circling target to open this, whereupon he sees the reactor core, protected by opening and closing doors. He must destroy all the elements in the core to complete his mission, after which the game resumes in phase one at a higher level.





Level 4 (Intellivision)



Level 4 (Intellivision)

SCARFINGER MISSION NOTES

"Well, I'll just give you a brief rundown on the situation so that you can appreciate how serious things are" ; the head of intelligence seems ill at ease, the first time you can remember his icy control wavering.

"The last two agents we sent on this mission - well, they didn't come back, and you're the only one we have left for the job now.

You know about Mr. Andreas Skarfos, alias "Scarfinger", of course, and I needn't dwell on the number of times we've run into him before, but this time is different".

"He's seized an island in the Mediterranean, and set up a fortress there, equipped with the most sophisticated defences. He has a number of missiles capable of delivering nuclear warheads to any part of the globe, and unless we answer his demands he will destroy us ; only nine minutes are required to arm and launch the warheads.

His installations are all but invulnerable to surface attack, but we've discovered a slim hope ; a tunnel which leads under the island to the reactor which he is using for power. If one man could somehow reach the tunnel and destroy the reactor, we could stop Scarfinger yet !

To this end, we can equip you with our latest Spycycle, a fully amphibious craft capable of being driven like a motorbike on the land, a speedboat in the water, and a minisub undersea. You will have to ride along the cliff road to the island, then across the sea to the tunnel entrance, and finally penetrate the tunnel and destroy the reactor. But as soon as he detects you, Scarfinger will know what is happening, and arm the missiles - you have only nine minutes for your mission".

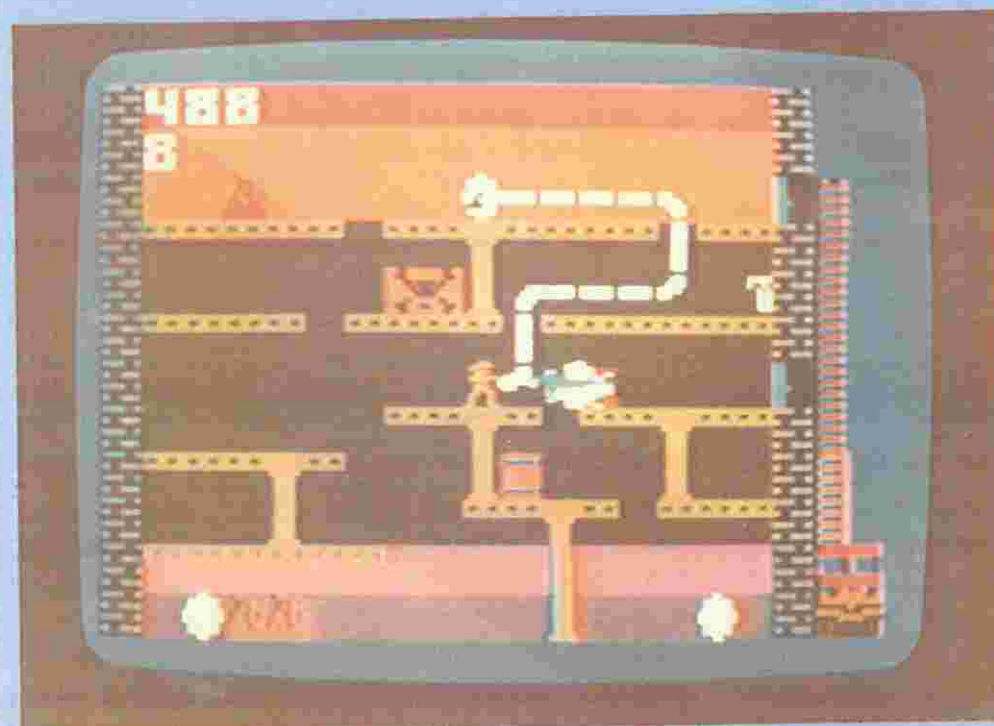
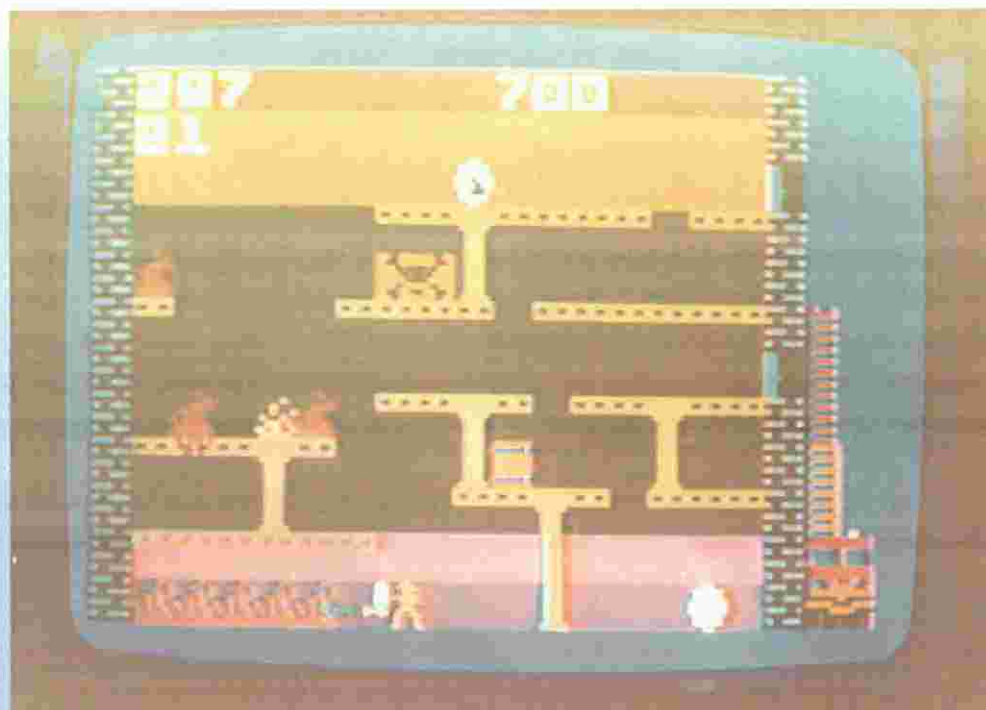
As your superior looks at you, something in his glance seems to make you feel that you are the only one he could entrust this to.

"Of course, Scarfinger won't make life easy for you ! The road is known to be strewn with landmines, and it is very twisty. Also, recent heavy rain has left large pools of water, and we think that some of the missiles on the island could be fired at the cliffs, causing boulders to tumble onto you. In the sea are more mines, and giant mechanical sharks which Scarfinger uses to protect his fortress ; also there are many oil slicks from the numerous tankers he has sunk in the area, and these can foul your engines. We believe that some missiles can be used as anti-ship weapons, releasing torpedoes when they hit the water. Your cycle is equipped with a laser rifle and a torpedo launcher for use in this part of your mission. For the third part of your task, you will need anti-matter bolts - you must pick up as many of these as possible to have any chance of destroying the reactor !".

"Once in the tunnel, you will face hazards from neutron bolts from the reactor itself, and fire from gun turrets mounted on the tunnel walls - being hit by either of these will increase your radiation level. You must also avoid the lasers along the sides of the tunnel. Once you reach the end of the tunnel, I'm afraid you're on your own; We know very little about how the reactor is constructed. We think there is a gate which you must open, and that within is the reactor core which you must destroy..."

"To help you on your mission, we have sophisticated electronic simulators for the first three parts, which you can use as much as you wish to familiarise yourself with the controls. The last part, though you will have to take as it comes.... good luck!"





FIREMAN

The game takes place in a fireworks factory which is on fire. The object is to try and put out the fires. The fireman has a hose of limited length attached to a hydrant, so his movement is constrained both by the layout of the building, and by the length of his hose.

To go up and down between floors, the fireman must ask for a ladder ; if he does not do so when going down, he will fall to the floor below and be stunned for a short time. If he is holding a hose at the beginning of his fall, he loses it. Every time he loses it, the hose automatically rolls up so that the fireman must try to catch it or, in the worst case, go to the hydrant and get it back (it will also happen if the fireman is holding it and tries to go out of the building, or beyond the maximum length).

A hose can be burned by the fire if it is left in the flames for too long. Then it will begin to inflate and if it is left too long, it will burst. So the fireman loses his hose which has now a shortened limited length. If he wants a new one with maximum limited length, he must go and get one from the fire truck (he gets 3 hoses for the whole game).

To cross a hole in the floor, the fireman must ask for a bridge ; if he forgets, he will fall through the hole.

Ladders and bridges disappear after use.

The fireman can also use the ladder of the fire truck outside, which is constantly moving up and down.

The fireman can squirt water left or right, but cannot move and squirt at the same time. The hose squirts continuously when the action key is held down.

The fireman can attach his hose to a number of fire hydrants, whose positions might vary from game to game. Each hydrant has a limited amount of water, so that the fireman may have to move from one to another.

He can also use an extinguisher picked up somewhere in the building which allows him to go wherever he wants (if he asks for it when handling a hose, he loses the hose).

The fire can destroy a hydrant, or an extinguisher.

At certain scores, the player may get bonus hoses, hydrants and extinguishers.

There may be fire doors at some points, which slow up the fire, but also block the player ; he could break them down using a hatchet picked up somewhere in the building.

Explosions cause new fires to break out. Fires which are not extinguished in a short time create new fires and destroy the floor which collapses, stunning the fireman if it lands on him, or making him fall if he stands on it.

If a fire starts where the fireman is, or if he walks into a fire, he has a short time to get out of it before being blown up and losing his hose.

SCORING :

Putting out a fire : $200 \times \text{size (1 to 4)}$

time (mins)+1

Putting out fire in special location (near fireworks) : $2,5 \times \text{points}$

Every 10 000 points, get 1 bonus hose, 2 bonus hydrants

Every 20 000 points, get 1 bonus extinguisher.

The game can end if :

The player runs out of hoses or water

The whole inside of the building is destroyed.

If all the fires are put out, the game goes on to the next level, with a different layout, faster fires, less hydrants (and more awkwardly placed), more crates of fireworks, and so on.

CONTROLS:

Disc

Bottom left action key

Bottom right action key

Key 1

Key 3

Key 8

Clear

Enter

- Move

- Squirt left

- Squirt right

- Bridge

- Ladder

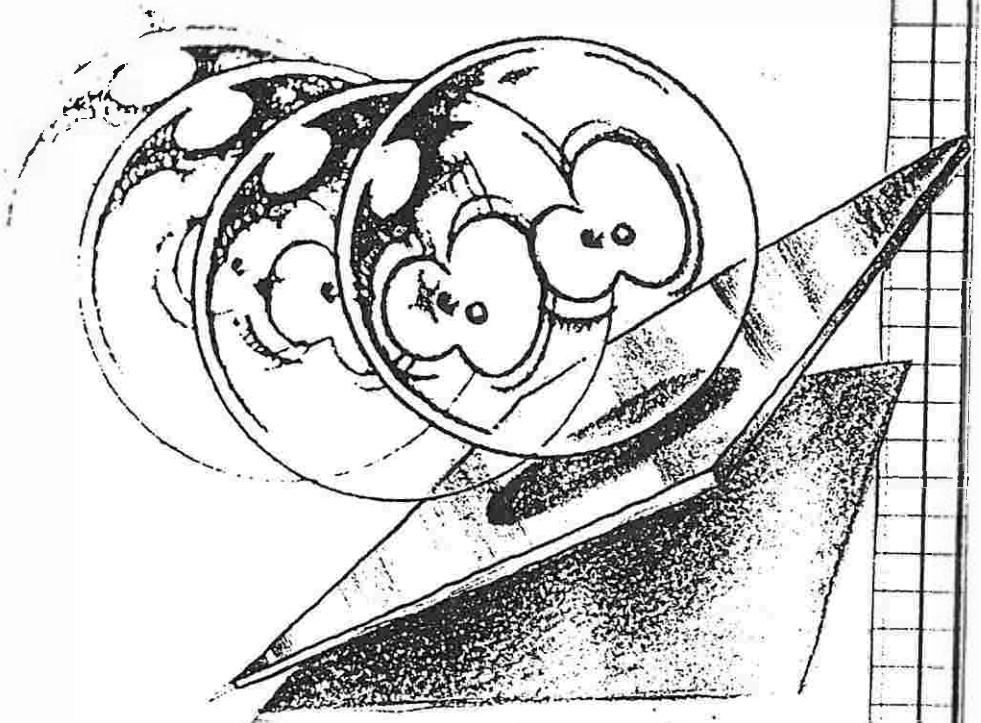
- Hatchet

- Hose

- Extinguisher

(The last 3 only work if the fireman is near the item).

MAGIC CARPETS



MAGIC CARPET

CONCEPT

The aim here is to take an existing mechanical game that already is fun to play and recreate it for video.

There is a mechanical game where the game player tries to move a steel ball through a maze by tilting the floor of the maze. He uses two controls, one to tilt the maze right and left, the other for top and bottom. The coordination of these two controls is very difficult. The player tries to control the direction and speed of the ball while trying not to cause the ball to fall into one of many holes drilled through the bottom of the maze. If the ball falls through, the player must start at the beginning. It can be a little frustrating to play yet is very satisfying when mastered.

MAGIC CARPET owes its origins to this sort of game but has many other features which are only possible on video. As the mazes are constructed in a pseudo-random fashion by the computer you get a large number of puzzles instead of just one. By using a screen which scrolls horizontally and vertically the mazes can be quite large and complex. Features in the maze can change with time, such as walls closing up and denying you access to areas of the maze. The surface of the maze is abrasive and so the ball erodes as it moves. Eventually it will disappear. The object is to reach your destination before this occurs so you must try to choose the shortest route.

CONTROLLING THE BALL (the most important factor)

To illustrate the fact the ball is being 'tilted' is not a simple matter on a video screen. We decided to place a moving plane under the ball which would show the direction of tilt being placed on the ball. Thus the maze would not have to tilt and can easily be seen while the ball is moving. The plane tilts in four directions but the ball can move in any vector. This depends on the possible combinations and velocities that these four directions can act on the ball.

The speed of the ball is regulated by the force of gravity. A ball that is being tilted will continue to accelerate as long as it is tilted in the same direction. When the tilting stops, the ball keeps moving in that direction and at the last velocity. To stop the ball, the plane must be tilted in the opposite direction for the appropriate length of time. Thus the 'Magic Carpet' controls all of movement along the floor of the maze.

The ball can also jump off the surface of the maze, if the player presses an action button. Also, the ball has a personality. It gets bored when being moved slowly, sprouts less and proceeds to a point of its own choosing. Depending on what bonus points have been collected the ball may temporarily be changed into something else (say a bomb) in order to overcome some obstacle.

SCORING

Each different maze that the ball makes its way through is worth 5000 points. However, points are subtracted for mistakes. Each wall touched by the ball subtracts 50 and every time a ball strikes an obstacle subtracts 100. A time bonus is awarded if the player can move his ball through the maze quickly. You can continue to play on the maze after the timer has run out but no bonus is awarded.

HOW THE KEYPAD IS USED

DISC:

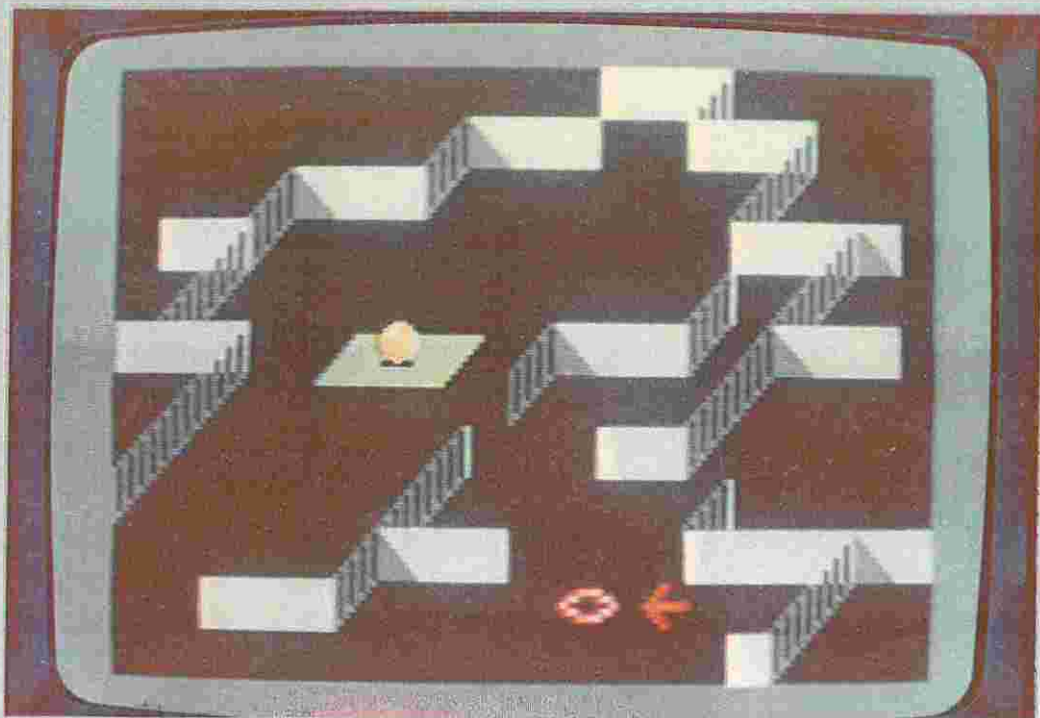
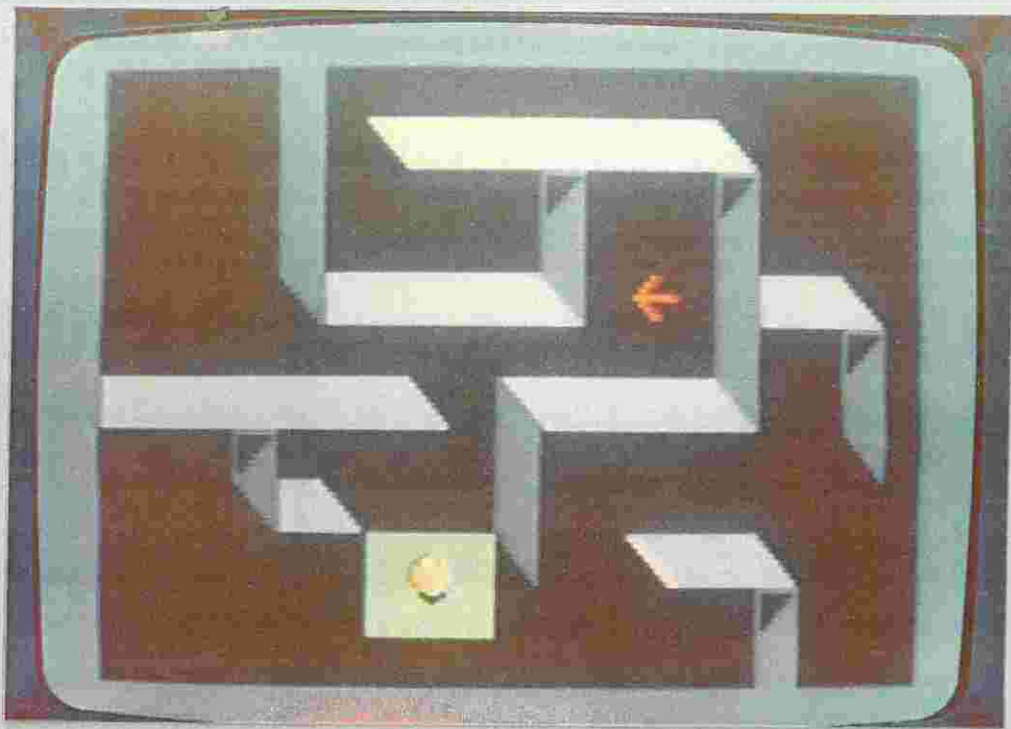
Controls the tilt of the plane (magic carpet). If left untouched the plane stays horizontal. If pressed in any of the four directions, the plane tilts correspondingly.

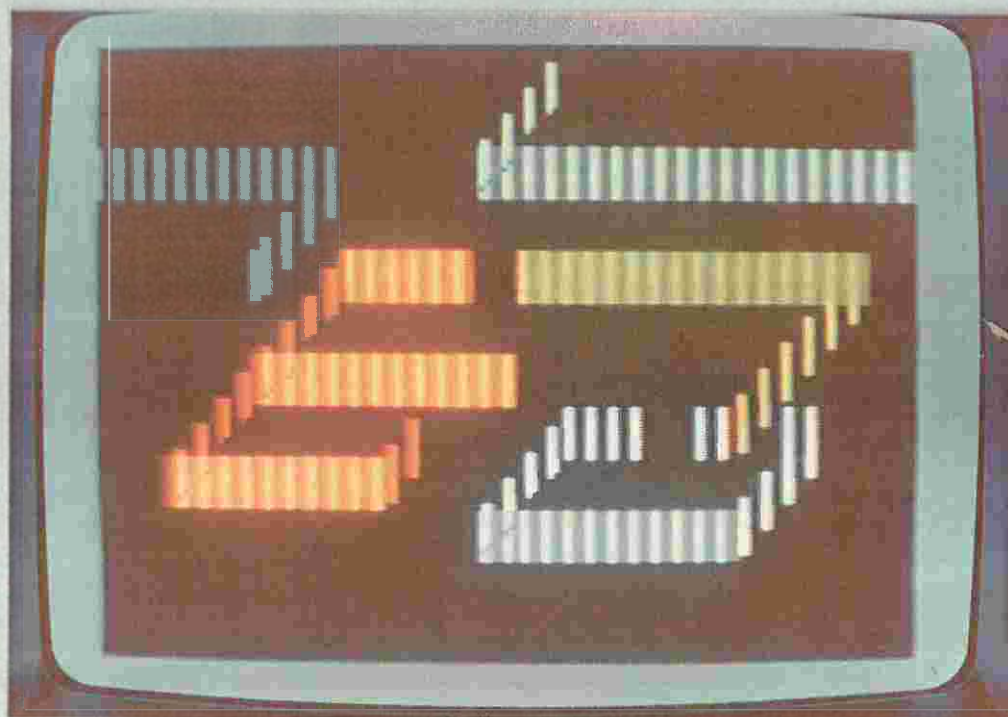
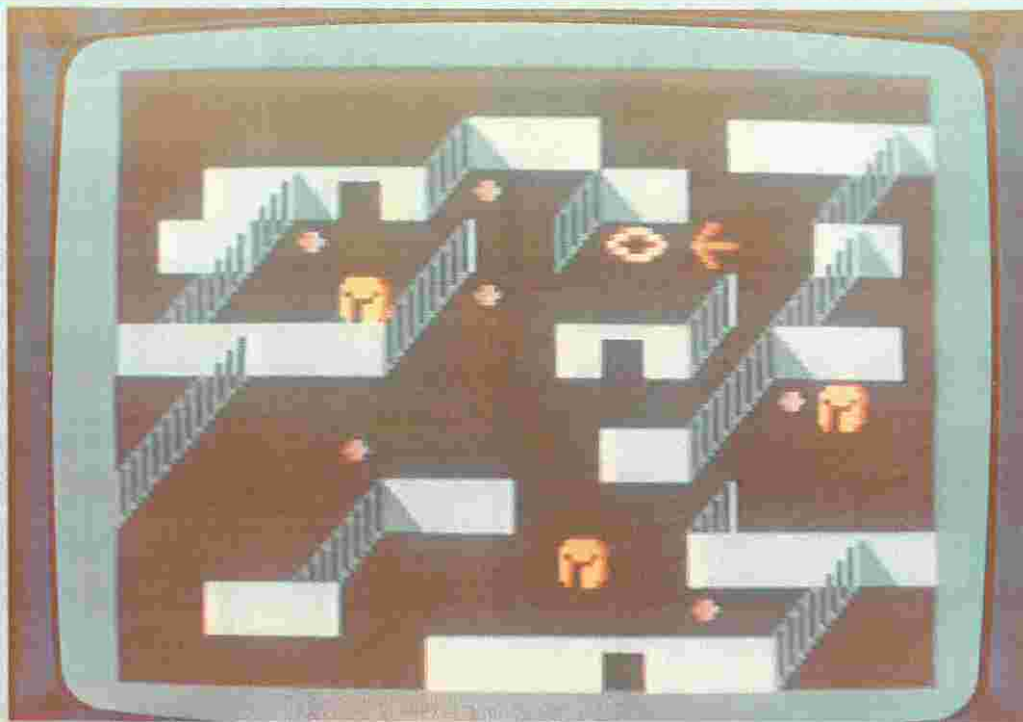
ACTION BUTTON :

Makes the ball jump up to avoid enemies or fly over walls.

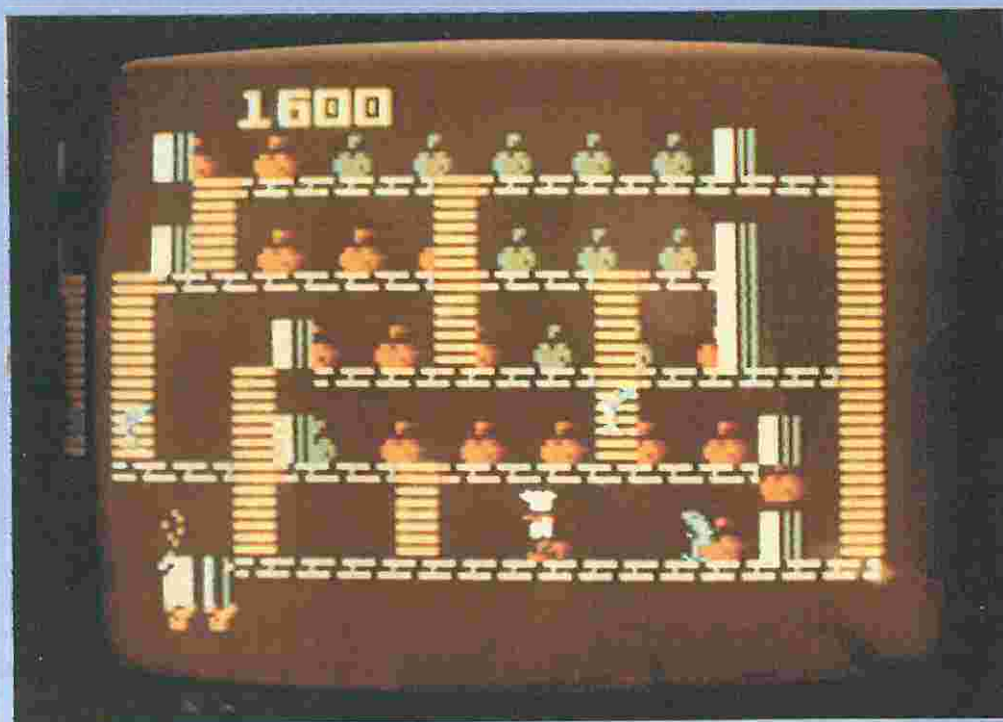
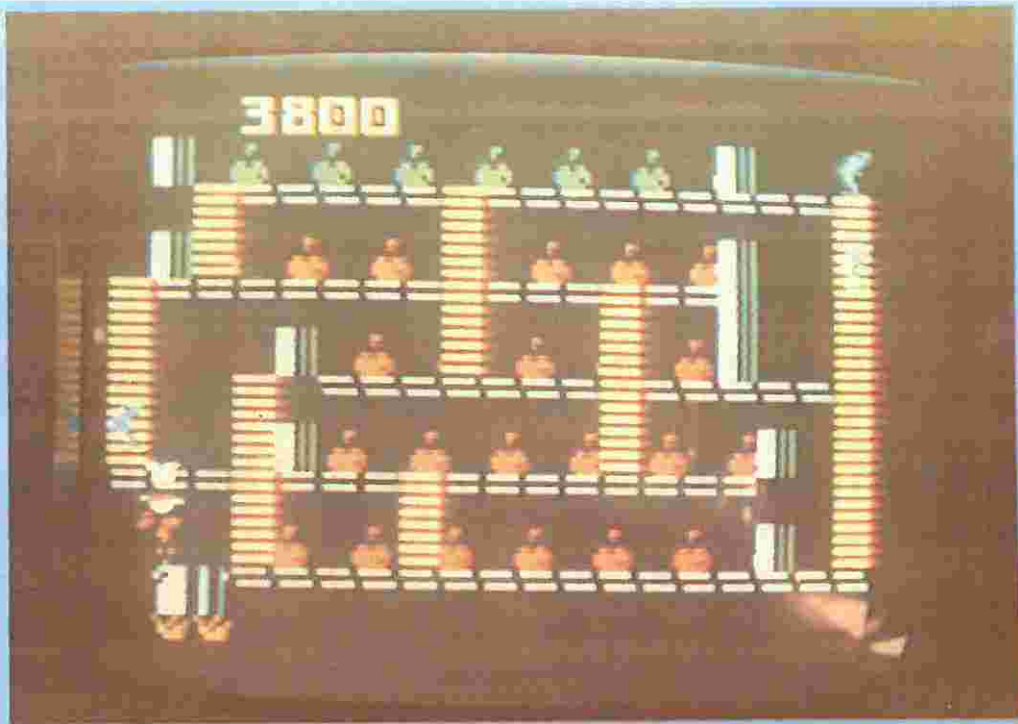
NUMERIC KEYPAD :

To select special powers which have been earned.









PIZZA TIME

OBJECT:

The 'CRAZY CHEF' is back ! This time he is in the pizza business, where time is money, and the factory is the opponent. It's a race against the clock to complete the maximum number of pizzas.

DESCRIPTION :

The factory has three sections :

<u>SCREEN N°</u>	<u>OBJECTIVE</u>
1	To make the tomato sauce
2	To make the pizza base
3	To add the toppings

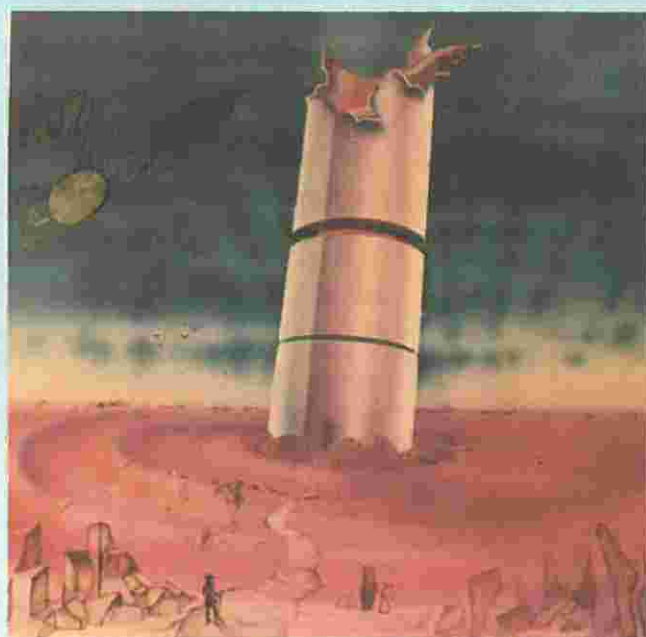
In his pursuit of the ultimate pizza, the chef must individually 'inspect' the constituent parts on the conveyor belt, by running past them. Without this inspection, the parts are worthless, and the corresponding number of components in the following round will be reduced. If this was not enough to contend with, the chef also has to catch the special ingredients which constantly try to evade him, dropping them in the pot, etc... to improve the mixture. If all the special ingredients have not been caught by the end of the round, the game finishes.

But be careful ! The maintenance guys are not so hot, and there are holes in the conveyor belt. The chef can jump over the holes, but he has a limited number of jumps. More jumps are obtained by picking up bonus objects from the belt. You've got to be quick though, because if the special ingredients get there first, they mutate and start chasing the chef, until the "power" wears off. Running into a hole causes the chef to make a spectacular fall and he loses a life, just as if he'd been caught by a mutant. The game will also end if he runs out of lives. Extra lives are obtained for every 10 000 points.

After three screens have been completed, the chef returns to the screen one, with less tomatoes, faster conveyor belts and more holes. The chef can, in this manner go on forever (some hope!).

ADVENTURE





ADVENTURE

INTRODUCTION

Summer in Dredma is normally hot and dry, but on that June evening it was humid with the breath of a great thunderstorm stalking down from the hills to the North. The streets were crowded with people hoping to get home before the huge banks of grey cloud shed their loads on the town; many of the inns seem to be full, or at least not willing to take in an armed foreigner on the spur of the moment.

At last, you came to the street of Fishmongers and the Leaping Trout tavern, and at length found a landlord willing to let you under his roof ; not a moment too soon, for the first drops of warm, heavy water were already starting to fall as you entered. Within, the murmur of conversation and clatter of tankards provided a welcome counterpoint to the steady drum of the rain outside.

Perhaps it was only chance that made you sit at one of the side tables near a tall man in a long, blue cloak, who sat sipping some orange drink and regarding the company from a narrow face set with even narrower grey eyes. For a moment, he looked at you, his glance taking in the worn clothes, the well-oiled scabbard of your sword, the dented shield, the scar from the fight in Endrim, then he shifted quickly alongside you and spoke in a strange, hissing voice.

"Forgive my intrusion, but I see by your garb that you are a traveller and if you would be willing to spare me a little of your time, I believe I have a proposal that might interest you."

The rain was enough to quell any thoughts of leaving, and the wine in your belly was perhaps inclined to increase your sociability ; in case, the man continued.

"I have journeyed here from the East, beyond the Sighing Desert, seeking the answer to a riddle which I found graven on the wall of a tomb :

Whosoe'er shall see the blind

And sleep in woods of waking death

And talk with that which has no breath

Long life and fortune he shall find."

You did not think it polite to ask his reasons for being in a tomb in the first place, but after looking at you for a moment to assess your reaction the man continued.

"I came here because I heard that there is a place called the Tower of the Blind Sisters not far away, and it seems to me that it might hold the answer to the first line of the riddle."

At the name of the Tower, an involuntary shudder ran through you ; every one knew that the Sisters were sorceresses of fabulous power, skilled above all in the concoction of potions of every sort. It was also well known that they were not very partial to visitors, or perhaps truer to say that some of their guardians were all too partial to visitors. You asked the man about himself ; his name and occupation, before you would consider the proposal.

"As you can see, I am not warrior", he said, making a disparaging gesture at his long robes,

"but you are obviously familiar with the art of combat, and I think that we might complement each others' abilities nicely. My name is Kenvar, and my trade is magic, in which I have a little skill".

So saying, he produced a short rod of a coppery metal which he waved back and forth over the table for a few seconds, muttering under his breath the while. As he did so, there appeared a tiny troupe of dancers, none more than an inch high, who leapt and cavorted in a wild pavane. For a few minutes you watched in fascination, until Kenvar made a gesture with his hand and they vanished.

"Not very useful spell, but I have many that are just as pretty, but far more potent. Shall we be partners ?".

Whether the wine was stronger than you thought, or whether his last words had contained some sort of compulsion, you found yourself agreeing, as if in a dream.

And now, as you wake with the day to find yourself with a fine headache, you begin to wonder ; what will the adventure bring ? Is there more to your companion's quest than idle curiosity ? But perhaps all of these questions will be answered at the Tower of the Blind Sisters... Too late for second thoughts, for here comes Kenvar, and you must go down to the market with him to buy equipment and provisions for your journey.



Sample entries from the 'Book of Knowledge' :

Starfall hills : A rugged range of hills stretching from the Wizard's Gap in the northeast to Cape Disillusion in the southwest. They are dangerous to travellers both because of the terrain, which contains many chasms and cliffs, and because there are many bandit strongholds in the region. There also been rumours of a tribe of Ores in the southwestern arm of the hills, and strange halfdead beings which haunt the remote hilltops, remnants no doubt of some ancient war.

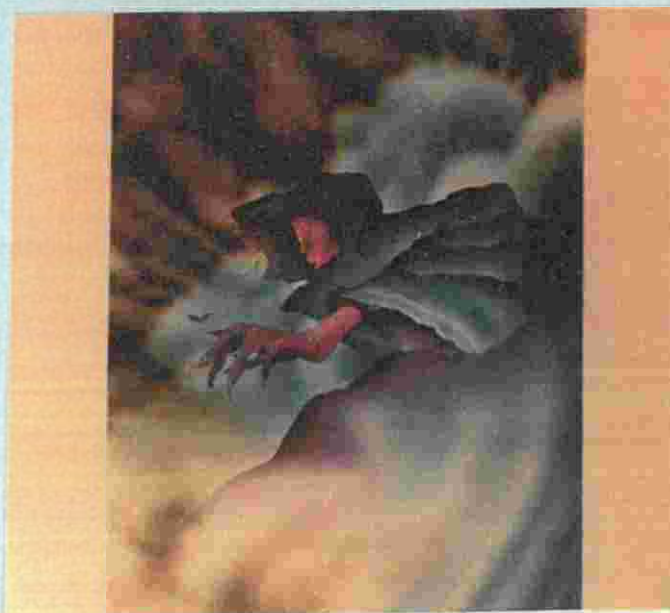
Dredma : An important port at the mouth of the River Shindrath. It is a meeting point for goods from the mines in the mountains at Endrim, spices from caravans from across the Sighing Desert, and timber from the West. Accordingly it had a large prosperous market, and is busy all the year round.

Wood of Losels : of all the great forests to the west, this one alone has never been felled, for beneath its dark trees walks a terror too great for any who might wish to penetrate its hidden secrets. Indeed some have said that the very trees themselves are unfriendly, and bear no love for those who walk among them. It is said that somewhere in the centre of the wood lies the mouldering pile of a ruined castle, abode of dreadful vampires and werewolves, but who can confirm such a tale ?

The Iron Tower : A huge cylinder standing alone in the great plains, built it is said by the sorcerer king Fnath in eons past, but which lost its top in some cataclysm now forgotten, so that its top now stands broken and gaping at the sky. It is written that the tower has a mind of its own, and can speak with those who unlock its voice with the Magical Horn of Quan.

The Strinking Marshes : A wide area of stagnant pools and foul meres bisected by the River Marshfeeder at its center. Travellers through the area have described poisonous frogs, giant leeches, and strange lights that lead them astray at night. There have also been tales of a huge dragonlike creature which seems to be made of the very water itself, rising up to engulf unwary travellers.

Hawk Castle : The home of Lord Faron, Margrave of the Plains. It is known that he will put up travellers, and that he has skilled healers in his house. However, it is also known that he asks a hefty price for his services...



Ferianael: The city of the cat people, ruled over by their beautiful queen, Satheera. They are somewhat fickle in nature, and quick to anger against those who have harmed any of the feline kind. They are great tamers of animals, and are sometimes known as the Beastlords.

Mount Crystal : A great hill of quartz, surmounted by a tower which seems almost to grow out of the crystal around it. It is said to be inhabited by beings of the air, which drift through its echoing halls like breaths of a mountain breeze.

River Shindrath : A large river flowing from the mountains of the Silver Moon to the Gulf of Sitra, it is navigable only as far as Dredma because of the terrible Thundersmeet Falls, at which the river plunges almost on thousand feet down. There is, however, a crossing here, by means of a cable strung across the falls, along which a wooden truck runs.

Lake Narm : A peaceful, deep lake in the hills near Endrim, it is supposed to be the home of many water spirits, and travellers often see strange lights near it.

Outline of the adventure :

The adventure will be in a number of stages, which are described here :

1. Buying equipment : This takes place in Dredma before the expedition starts, but it is an important part of the game, both because by haggling over prices the player will be able to afford more, and because there are a number of valuable clues to be picked up from the merchants.

2. Getting to the tower of the Blind Sisters : A glance at the map shows that the Starfall Hills must be crossed to get there, and the Book of Knowledge has some discouraging information on the subject. The player will have to bribe, fight, or escape from bandits and orcs on the way through the hills ; fighting will usually be a poor course of action as the enemies are strong and numerous, and it will quickly become apparent that Kenvar is unwilling or unable to use the sorcerous power of which he has bragged...



3. 'Seeing the Blind' : The Blind Sisters are so called not because they cannot see, but because they have lost their gift of foresight (so that at least they will not be expecting the player). To see them is not so simple, however, since one of the potions that they are in the habit of using is that of invisibility. Somewhere in the tower is a gem which allows the wielder to see invisible objects (this is one of the clues to be gleaned from the merchants), but the Sisters will not wish to lose this item, so it will have to be begged or stolen somehow. Perhaps Kenvar's ability to coerce others to his will could be of some use here, since it seems to be the only power he has.

4. Getting to the Wood : If the player manages to see the Sisters, the gem will also reveal that Kenvar has some item which he wears constantly round his neck, and on being questioned about it, he will reluctantly admit that it is an amulet which he stole from the Pyramid of Azrat, where he also saw the riddle, which gives power over the minds of others. He is not really a sorcerer, but a common thief ; he begs you to go on with the mission, for he says that a curse was laid on him for stealing the amulet, and only by solving the riddle can he lift it. You take pity on him, on condition that you get any and all further loot resulting from the adventure, and head toward the Wood of Losels. (Probably by boat to Akria, with maybe some attacks by pirates and sea creatures along the way to keep thing interesting).

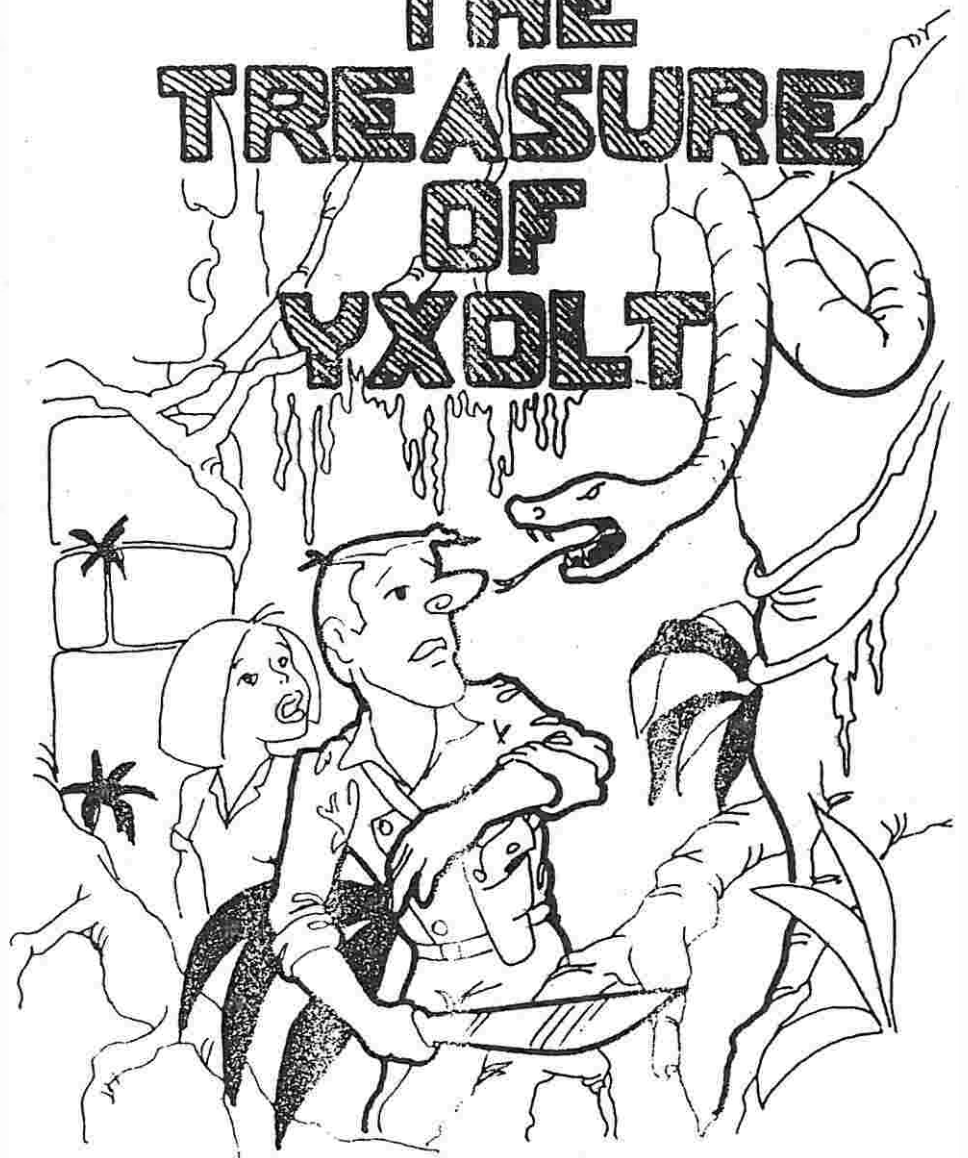
5. "Walking the Wood" : The player must penetrate the woods to the castle at the centre, and there overcome or avoid the Vampire lords and their werewolf henchmen, there to find a Horn which is capable of causing the Iron Tower to speak. If by some misfortune a vampire should manage to bite the player, he will be getting steadily weaker as the adventure proceeds, and may have to find some means of healing himself to complete the quest.

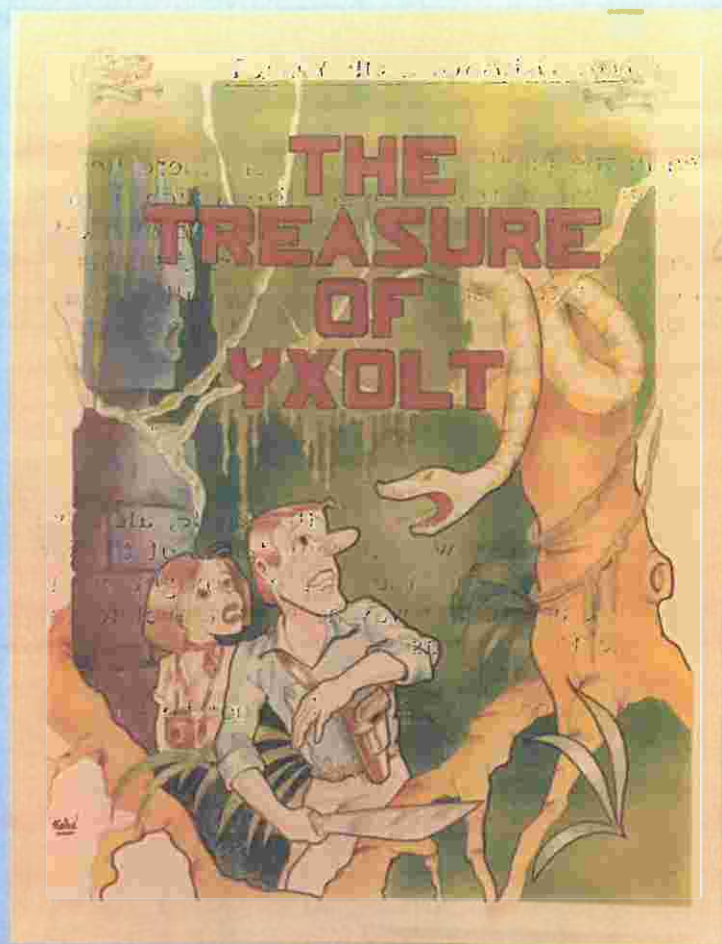
6. Getting to the tower : This will involve passing Hawk Castle, where the player can be healed of vampire or werewolf bites (at a price), and pick up some extra equipment if he needs it, next the player must cross the Stinking Marshes and the River Marshfeeder, which are known to be the abode of various unpleasant creatures, before finally reaching the tower.

7. "Speaking with the Tower" : This proves harder than expected, since the player must reach a particular chamber in the tower to blow his horn, and the tower is guarded by a huge serpent, scorpions, and spiders. If he succeeds, however, the tower will explain that his quest is over, but will also pose a new quest, which he can undertake if he is sufficiently hardy (and rich) by buying the next Mattel cartridge.

8. To keep things interesting : The player will occasionally encounter other characters during his travels : a wizard who may help or hinder the quest, and may give advice (good or bad), woodland beings who may give useful advice, or may play irritating tricks, on so on.

THE TREASURE OF YXOLT





THE TREASURE OF YXOLT

The legend goes that, hidden in the jungles of the Amazon, there lies an ancient pathway, now completely overgrown by tropical plant life, which, if found, will lead the traveller to an old Incan city, where in stands the pyramid of Yxolt, tomb of an ancient Incan king. It is said that, with the king was buried all his treasures, guarded by the great Sun-God and his allies to ensure that the king will lead a happy and undisturbed after-life, surrounded by all that he has inherited and gained.

Setting out from Belem, our intrepid hero starts the hopeful search for the treasure of Yxolt, and it is here we meet him, following his exploits, and maybe, if the Gods are willing, helping him towards his final goal.

He is given an initial route to take into the deep of the jungle, along with some provisions and equipment to help him cope with the mysteries of the jungle, hopefully until he gains some extra help and food from the people he might meet and maybe even, with the aid of gifts, some clues to the way he must travel to gain his final target, to find and bring back the famed treasure.

Unfortunately, all that he will meet on his voyage might not be friendly, and our hero has to try and determine, without endangering himself or his party, whether those that he might meet will help or hinder. The helpful ones might be persuaded to continue with him on his search, as guides, porters, or perhaps, to his later dismay, secretly to act against his wishes, not wishing to incur the wrath of the Gods upon the tribes of the Amazon.

Some artifacts may also be found, some whose uses become immediately apparent, some who need magic words or extra tools, to find their true value.

And so to a small bar, in the back streets of Belem, where we find two men in a shaded corner talking in whispers and occasionally their eyes dart around the room as if theirs was a crime which should not be known.....

