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Load'n'
GO
SERIES

DANGER MOUSE IN DOUBLE TROUBLE

by Martin Sexton

London has been enjoying two weeks relief from the evil activities of the power-mad Baron Silas Greenback. Dangermouse is relaxing in his Mayfair penthouse flat, in a pillar box in Baker Street, reading 'Home Cheesemaker Weekly'. He is just beginning to think that Greenback has given up on his quest for total world domination, when suddenly the video phone crackles into life—it's Colonel K, head of security.

News has just come in from Crocodilian intelligence that Baron Greenback and his gang of international villains have spent the last fortnight in the depths of the jungle. They have been building a 32K RAM DMOS ROM electrically erasable Mega micro-mouse hardware unit.

"Eh. What's that?" asks Dangermouse in surprise. "The letters stand for Robot Artificial Mechanism, Dangermouse Operating System, Really 'Orrible Mouse!" K explains. "In other words, it's an android Dangermouse, and it can temporarily impersonate you and infiltrate our intelligence to help Greenback's quest for power."

The electrically controlled DMOS loading sequence has been initiated and the release is due at tea time—unless Dangermouse can get there in time to stop it!

TO LOAD DISC, TYPE-LOAD """,8,1 PRESS RETURN.

GETTING STARTED

- 1 Make sure your C-64† computer is correctly connected to your television and cassette recorder.
- 2 Switch on your computer and television.
- 3 Insert your Dangermouse cassette into the cassette machine and ensure it is fully rewound.
- 4 Press the RUN/STOP key while holding down the SHIFT key.
- 5 The message PRESS PLAY ON TAPE will appear on the screen, when this happens, press the PLAY button and the game will automatically load.
- 6 After several minutes, the title screen will be displayed.
- 7 Plug the joystick into either joystick port.

CONTROLS

When the game has loaded, choose a skill level with the joystick from:

Trainee Secret Agent — Joystick up.
(Easy)

Secret Agent Extraordinaire— Joystick down.
(Hard)

Then press the fire button to start.

You can return to the start screen at any time by pressing the RESTORE key.

FLIGHT TO THE JUNGLE

EPISODE 1

Dangermouse and Pentold leap into their aerocar and take off in the direction of Crocodilia. But it is going to be a hazardous flight, Baron Greenback has dispatched a variety of flying robots to defend his android mouse base. They will try to catch DM's car and stop it from reaching the jungle.

However, each of the robots may be repelled by playing the correct tune from DM's computer controlled juke-box.

The display in the top half of the screen shows DM's aerocar on the left, with the robots coming from the right. Using the joystick, you can move the car up or down to dodge the robots. If the car flies into one of the robots, it will stop it from moving towards the jungle.

The bottom right of the screen shows the view through the car's windscreen.

At the bottom left, you can see the VDU of the car's computer. This shows distance to the jungle (in miles) and a picture of the robot it will repel. Select the robot (on the easy level this is done automatically to begin with) which is directly in front of you by moving the joystick to the left or right. When the repeller display matches the robot in front of you, it will automatically play the correct repellent tune.

At first, in this section, the robot repeller will operate fully automatically, but after a while, you will have to select the correct robot type yourself. You score points for repelling the robots—the faster flying robots score most.

Watch out for Agent 57 who flies past now and then disguised as one of Greenback's robots but coloured magenta. You score a special bonus if you make contact with Agent 57.

In order to make contact you must move DM's aerocar in front of Agent 57 at the last possible second.

You can also contact with Agent 57 by steering DM's car so that it is not quite lined up with Agent 57 but close enough to collide with him.

The display across the centre of the screen shows a tug-of-war between Greenback and Dangermouse. The numbers at the sides of this display are skill levels which Baron Greenback and DM are going for. You must try to work your way up the skill levels by repelling as many robots as you can. (Every robot repelled causes DM to pull right and every robot missed causes Baron Greenback to pull left.) The higher the level you are on the faster you will fly, and the sooner you will get to the Jungle.

On reaching the jungle you will receive a bonus which is dependent on the level that you have reached. If you reach the highest level you will receive a big bonus! The bonus is 100 pts per level (not including the "automatic" levels), and at the highest level is 200 pts per level.

THROUGH THE JUNGLE

EPISODE 2

Although DM's aerocar is amazingly versatile, it can't get through the jungle. So DM and Penfold have to get out and walk the last mile or so to the base, through the dark and dangerous jungle.

Using the joystick, guide DM through the trees and undergrowth. Jump the swamps by using crocodiles as stepping stones. Press the fire button to jump. Penfold will (as usual) follow DM.

Greenback has also filled the jungle with a rare breed of black, mouse-eating Pumas. When one of these appears, DM must climb to the top of the nearest tree and do a torzan call. This causes an elephant stampede and frightens the Pumas away. DM will then climb back down the tree to continue his journey, through the jungle.

Monkeys and snakes live in the trees—they are stronger than DM and can push him down the tree if he gets in their way. However, swinging monkeys will lift DM onto their branch.

You score points for successfully leaping a swamp, reaching the swinging monkeys on the way up the tree, and climbing to the top.

If DM is running out of time, he may, in an easy game, jump over the puma and wait for the puma to carry him off to episode 3. He will of course not get any bonus for episode 2. In the hard game the puma will chase him away from the jungle, which ends the game.

AT THE ANDROID MOUSE BASE

EPISODE 3

The Android Dangermouse is being electrically programmed by Stiletto, who operates the On-Off Electrical Control Key (OO ECK). There are only a few minutes to go before the mouse is released.

DM and Penfold arrive at the android mouse base to find the Program Control Box completely surrounded by high voltage flooring. The only way for DM to operate the row of four switches, which he must press to extinguish the green lights, is to hop onto them and balance on his index finger. Press the fire button to make him jump, move him with the joystick.

Penfold is being chased round the room by Nero, and every time he passes behind DM, DM is knocked forward onto the buttons unless DM executes a well-timed side jump at the critical moment.

A chain of green lights moves around a 4 x 4 grid of lights in a fixed pattern.

When DM presses a button, if the light in line with this button and the button that Baron Greenback is pressing is on yellow then the length of the chain of green lights is reduced by one. Points will be scored for extinguishing the green lights, which depend on the length of the chain, the shorter the chain, the higher the score.

TO SAVE THE WORLD

The Android Mouse is disabled when all of the green lights have been extinguished. A replay of the whole game (episodes 1-3) is awarded for successfully disabling the Android Mouse but with less time than the previous game.

The game ends when the time runs out.

Hint: The light selected by Baron Greenback and Dangermouse is white or yellow. When it is white and DM presses the button he will miss and the chain will get longer (but not straight away); if it is yellow the chain will become shorter.

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