

WANTED: MONTY MOLE



FOR
CBM 64

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With a long cold winter and fever-chilling Christmas ahead, Monty Mole makes a daring, coal-searching quest for his local Dutch 'Volunteer' pit. Creating a secret's bunker for loads of coal, the darkness, and the quest for a caught coal reward has there's no turning back. Chased by an enemy with flying strikes and minimal hitting hit, filling his bunker as he dodges the travelling coal crushers and roaming coal drills, keeping an eye on the constantly disappearing floor. With his bunker filled, Monty makes his escape, only to collect at Arthur's castle where his way is blocked for a long time, unless on a graphic screen, taking the only chance of trapping the great man Monty collects the secret fuel papers and more coming soon. But Arthur's castle when it comes to the heavy stuff and his personal background of how he got there and finally flying helicopters, and so on, a straight struggle with our valiant Mole.



You are working within, following the master's wishes, collect the coal on the way. 14 points holds your bottle of escape.

INSTRUCTIONS FOR PLAY

Features: Flying pockets, Poisonous gas, Deadly helicopters, Coal drills, Coal crushers, Underground railway, Miners helmets, Acid baths, Candles, Spraying jacks, Bars and many more devils' distractions, Protective shields, Coal truck (subfield) and Emerging forces of worms (back in town).

How to score

- 1 point - collect bucket
- 1 point - each coal nugget collected. Maximum 14

How to play

- Left Up Fire Space
- Right Down Jump Left
- Change level (easy/hard) Jump Right or joystick Port 2

Change level (easy/hard)
So far game

How to load: Switch number of files on

Press / Keys together



Tony Crowther

One of today's brightest and most successful software game developers, author of such outstanding titles as Linn, Muggsy and Son of Muggsy. A "Creative genius" it was just a game but an extraordinary opportunity to challenge one of the finest minds in today's games computing circles.