# FROSTBYTE AMIGA & ST

**LOADING INSTRUCTIONS:** Insert Disk and switch ON.

## DURING LOADING DO NOT PRESS ANY KEYS OR JOYSTICK AS IT INTERFERES WITH LOADING PROCEDURES.

**JOYSTICK CONTROLS:**

| | | |
|---|---|---|
| FORWARDS = JUMP | | BACKWARDS = USE |
| FIRE BUTTON = FIRE | LEFT = LEFT | RIGHT = RIGHT |

In order to reset the game during play press the 'Q' key.

**THE GAME:**
You control a little character that moves by turning end over end. His name is Hickey.
Hickey is capable of using three objects to extend the range of movement during the game. These will consist of small diamond shapes "Sweets" that Hickey can eat. These come in three colours and effects:
1. Red    -   Allows you to move faster
2. Blue   -   Allows you to jump higher
3. Green -   Allows you to fall further

## TO 'USE' OR PICK UP A SWEET OR AMMUNITION, PULL JOYSTICK BACKWARDS

You cannot use a sweet until you have picked it up and used it. The effect generated will last until you pick up another object or use another object, after that the effect will cease.
During the game there will be times when you need to jump higher or fall further than you can, even if using a blue or green "sweet". In order to help you there will be spring platforms to enable you to jump higher, and mattresses to fall onto.
The display panel will be split into three windows. In the first window is the object that you are holding. In the middle window is your Status Display and the third displays your remaining Lives.

## STATUS DISPLAY

On the bottom is a display of the "Twang" remaining on this level. This is the time left before the captured Kreezer on this level is eaten. If this timer runs out the game is lost.
Top left is your score, displayed in numeric format.
The middle of the display informs you of how many Kreezers are yet to be rescued.
Far right is your ammunition.
Many of the monsters are deadly and a life will be lost on contact with them. You have five lives to begin with and will be given chances during the game to gain extra lives.
To increase your ammunition you can use various objects which can be found scattered around the caverns.
Some monsters cannot be destroyed.

## BLOOD FEVER - ST ONLY

LOADING:   Insert Disk into drive
           Double click mouse on floppy Disk A
           Then double click on file Blood Fev.Prg.
           Press SPACE BAR to start game.
           Fire Button to release fireballs.

Guide the Friendly Dwarf around the tropical, bug infested garden in search of useful items to collect to help the dwarf in his survival.

Blood sucking Poison Dwarfs chase our Friendly Dwarf and can only be destroyed with fireballs, these are limited, so is his strength.

Can he beat all adversities and make his garden a safer place to live ?

# PLUTOS AMIGA & ST

## MISSION INFORMATION:
On loading Press 1 for One Player or 2 for Two Player
You start with four lives with new lives awarded throughout the game.
All objects destroyed yield a score of 50, except the 500-point objects (which are marked as such).  Some objects require more than one hit to be destroyed.
Beware of tall buildings and pyramids, as collision with these is possible.
Keep fuel topped up by shooting the fuel dumps.
The "?" symbol, when hit sufficiently, gives a one in four chance of yielding an extra life.
Space Bar toggles pause on and off.
You cannot progress onto the next stage unless you blind the sentinel by destroying its eyes.  If you fail, the current stage is repeated.  If you succeed, 5000 points and an extra life are awarded.
Two-player action is simultaneous - the players cannot shoot each other, but otherwise compete for fuel and points.  Fuel consumption is halved whilst both players are alive.

## LOADING:
Place the disk in the drive and switch on machine.
Double click mouse on File - Plutos Prg.


## SUICIDE MISSION - AMIGA ONLY

TYPE:    SM to Start
         or DS to Design a Level
OBJECTIVE: Bomb all the Reactors over nine levels.
From the title screen only:

| | | |
|---|---|---|
| Press M | - | Mouse Control |
| J | - | Joystick |
| FIRE | - | Starts Game |
| P | - | Pause |
| SPACE | - | Restart |
| Q/S | - | Sound OFF/ON |
| B | - | Launch Missile on Joystick or Right-hand mouse button on Mouse |
| ESC | - | Return to Title Screen |

Extra Life every 50,000 points.

Suicide Mission is an action packed shoot-em up with a screen designer, so you can design your own levels, making them easier or harder depending on your skill !

## SECONDS OUT - AMIGA & ST

**LOADING:** Place Disk into the drive and switch ON then follow prompts.

**CONTROLS:**

Joystick Up     -   Guard up
"       Down -   Guard down
"       Left    -   Move to left
"       Right   - Move to Right

Joystick Left with Fire - Punch with left arm    )       To opponents face if
Joystick Right with Fire - Punch with Right arm )        your guard is up -
                                                to his stomach if
                                                your guard is down.

Joystick down with Fire - Sway

When KO symbol pulsates (indicating you can do a knock out punch) - Joystick up with Fire Button pressed enables you to do the right hook KO punch.

**KEYS:** X - Quit back to start of game
         Q - Quit to desk top
         P - Pause On/Off

## GAUGE LAYOUT:

At the top of the Main Screen the Status Gauge is displayed - this comprises of an Energy Meter for each of the two boxers, your score, the time left in the current round and a special KO meter.

Every time you score a punch on the opponent the KO meter moves up, every time he hits you it moves down. When you have scored sufficient hits to make the KO symbol pulsate rapidly - you can do the special KO right hook punch, but be warned, if the opponent hits you, the meter will go down and you will not be able to do the KO punch again until you hit him with a different punch and the KO symbol once again pulsates. The idea of the KO meter is that the right hook punch is too clumsy and slow to do normally, so the best time to use it would be when the opponent is slightly stunned and would have difficulty in counter attacking when you do the punch. Therefore the meter counts your consecutive hits on the opponent and when it pulsates it means that you have enough advantage (i.e. he is stunned from the previous punches) to be able to hit him with the right hook.

Also displayed in the Status Box are the names of the boxers and their faces.

The game itself comprises of 3 - three minutes rounds (it runs twice as fast as normal time i.e. 2 seconds for every real time second) with a point decision at the end of the match. This decision is calculated on the amount of clean hits each boxer gets on his opponent and the length of time each one has been on the ground after a KO.

A boxer will be knocked down when his energy level gets to Zero, the amount of time he spends on the ground is dependant on the boxer he is fighting and his stamina. If he is counted out the other boxer wins

At the end of each round the corner is displayed with Marco sitting on his stool and his trainer standing next to him. You now control the trainer and he gives Marco water, smelling salts and rubs his shoulders - move the Joystick left and right to move the trainer. Depending on how fast you move the Joystick, energy can be gained back during this interval.

## Tips and Hints

Watch each opponent carefully - if he puts his guard down - put yours up and try to punch him in the face and vice versa. Each boxer has a special move - i.e. a double punch or an elbow attack, watch them carefully for this and work out how to avoid it and counter attack it. Every opponent will box using his own style and methods so you will have to find out their strengths and weaknesses and act on them to your best ability.

| NAME | FROM | HEIGHT | WEIGHT | COMMENTS |
|---|---|---|---|---|
| 1. Bonecruncher Jones | Jamaica | 6' | 180 lbs | Slow but powerful puncher |
| 2. Mike 'Hammerhead Hagman | Glasgow Scotland | 5'10" | 150 lbs | A very, very hard head |
| 3. John J. Ronco | America | 6'1" | 205 lbs | Fast and powerful |
| 4. Mick 'Masher Malone | Russia | 6' | 230 lbs | A real animal with his techniques, unbeaten with 70 fights under his belt. |

# WINTER OLYMPIAD '88 - AMIGA & ST

**LOADING**: Insert the Disk into the drive and switch ON.

**OPTION 1** - On loading you will be asked whether you already have saved records YES or NO. If YES, insert your Records Disk before continuing. Load in your Records then return to Disk. If NO leave the Disk in the drive and continue.

**OPTION 2** - Select number of players 1 - 6.

**OPTION 3** - Input your player's names and press RETURN

Select the Country you wish to compete for with your Joystick and Fire Button.

If you are happy with your choice answer YES at the end of selection to continue.

**OPTION 4** - Select the Events. Answer YES if you wish to compete in all the events or NO if you want to select certain events.

The Opening Ceremonies will then declare the Games open and take you into the first Event.

## DOWNHILL

Press the Fire Button to commence the descent down the steep alpine run. Left and Right on the Joystick guides the skier left and right through the trees. UP is to accelerate. DOWN to De-celerate. FIRE BUTTON to Jump.

## SKI-JUMP

Press Fire Button to start the Ski Jumper's descent. On approaching the end of the run press the Fire Button to launch the skier into the air. Whilst in the air use the Joystick to correctly land the skier.

| | | |
|---|---|---|
| Joystick Right | - | Leans the Skier forward |
| "      Left | - | "    "    "    backwards |
| "      Down | - | Crouches the Skier and corrects the skis |
| "      Up | - | Returns the Skier to correct posture |

Points are awarded for distance and style. Style is calculated on the time the skier has been in the optimum position before a successful landing.

## BIATHLON

Press Fire Button to Start.

To propel the skier move the Joystick Left and Right in a gentle rhythm to build up his speed. On reaching the Shooting Range take control of the gun sight with the Joystick. Move the sight over each of the five targets and press Fire Button to Fire. The weight of gun, plus the adrenalin pumping around the athlete's body after a hard slog in the cold makes controlling that sight a little tricky. A five second penalty is incurred for each target missed.

## SLALOM

Press Fire Button to Start.   Weave the skier through the gates with the Red Gates to his right and the Green Gates to his left. To straighten the skier after a turn press Fire Button. The Fire Button is also used to push the skier's sticks for that extra speed over the Finish Line.   A 5 second penalty is made for each gate missed.

## BOB SLED

To start the Bob on its descent waggle the Joystick quickly Left and Right. This starts the driver and Brake Man running down the track pushing the Bob.   The Fire Button will allow them to jump in or at the end of their allowed run in, they will automatically get into the Bob.   The Fire Button is the brake to slow the Bob down for cornering, making it a safe trip but probably not a Gold.

On completion of your chosen Events a final Medal Table will be displayed, followed by a Record Table.   The Record Table is the current World Records achieved by the players.   These may be saved to a formatted blank disk that must NOT be write protected and NOT on the Disk of Winter Olympiad'88, by answering YES at the Save Record prompt.

## MOUSETRAP - AMIGA & ST

LOADING: Place the Disk in the drive and switch the computer On.

Double click mouse on file Mouse Prg.
CONTROLS: Joystick or Keyboard

|  |  |  |
|---|---|---|
| Z | = | LEFT |
| X | = | RIGHT |
| RIGHT HAND SHIFT KEY | = | JUMP |
| F | = | FREEZE |
| G | = | TO CONTINUE |
| M | = | MUSIC ON/OFF |
| ESCAPE | = | TO END GAME |
| Q | = | SUICIDE KEY |

SPACE BAR  TO START GAME

Marvin isn't feeling too happy - his girlfriend Meryl has just left him for another mouse saying that she thought Marvin would never amount to more than an artful cheese scavenger. Marvin, however, has other ideas, in an effort to win back the affections of his childhood sweetheart he sets out on his quest to amass a fortune by doing what Meryl says he does best, scavenging.   So, with your help his long journey to fame and fortune, and hopefully Meryl, begins.
Marvin's future is in your hands!!