

WINTER CAMP



LOADING INSTRUCTIONS

DISK VERSION:

Insert disk side A and type **LOAD ***.8,1** (RETURN)

WINTERCAMP will load automatically.

WINTERCAMP is a multi-load game; follow all on-screen instructions to play.

CASSETTE VERSION:

Insert tape into tape player, making sure it's rewound on Side A. While holding down the **SHIFT** key, press **RUN/STOP**. When the screen prompts you, press play on your player.

WINTERCAMP is a multi-load game; follow all on-screen instructions to play.

THE SCENARIO

Because of his heroic actions while recovering the flag for Camp **Wot'A'Dump's** opening ceremony, **Maximus Mouse** has been offered the job of **Rescue Ranger** at the winter resort of Camp **Nice'N'Icey**, a position he has gratefully accepted.

Immediately on starting his first tour of duty Max spots a pebble on top of a far-off mountain. Heading towards the pebble is a large bird. It doesn't take him long to realise that should the bird collide with the pebble the resulting avalanche would be disastrous for the camp, and so he sets off to remove the pebble.

Because of the urgent nature of Max's task you have been recruited as his assistant, and as such it is your job to offer guidance and physical assistance when required, leaving Max to take care of all the dangerous tasks...

GAME CONTROL

Joystick Port 1

Space Bar Weapon Select
Run/Stop Pause
CBM Key Music on/off

GAMEPLAY

Stage 1: SKATE SCHOOL

Before being allowed to start his first patrol Max must prove he is up to the job by earning an advanced skating proficiency certificate at the camp's skate school. He must do this by winning three short races against different opponents.

Tip: Don't panic. A gentle wiggle of your waggler, building to a steady rhythm is all that's needed to keep the waggler pointer under the correct icon.

Stage 2: THE ICE PATROL

This is Max's first duty as a Rescue Ranger. During this stage Max will be required to rescue anyone in trouble. The type and number of rescues is indicated in the top right status panel. It is here that he first notices the bird heading towards the pebble. He must complete this stage before the camp is engulfed by an avalanche. Along the way are various items to help him in his quest, among which are Red Cross flags which will earn him extra time. In the early stages of the game hints as to the correct items to use will be shown in the bottom right of the screen.

Tip: Perform as many rescues as possible because the end of level nasties' strength is increased proportionally according to the number of failed rescues. Max can skate almost as fast as a magazine reviewer heading towards his local pub, it is not advisable to go this fast unless you know the course.

Stage 3: THE SNOWBALL FIGHT

After his successful ice patrol Max is directed to the river patrol section, but before he can get there he is ambushed by a group of playful bears who don't realise the importance of Max's mission.

Tip: Red bears are more trouble than yellow bears and are therefore the priority target.



THE CREDITS

WINTERCAMP is another in an on-going series of software entertainment products to thrill and captivate and is brought to you by **THALAMUS EUROPE**

Game conceived and created by:

John Ferrari Concept, code & graphics; Max's dad
Dave 'JLG' Birch Mr T himself
Mark 'Tra-la-la' Clements Two fab tunes & fx
Andy 'now you see it, now you don't' Roberts
Loading screen and mega logo
Oli 'spray it again Sam' Frey Design & packaging
Richard 'the Champ' Showell Ice cavern concept

With special thanks to **Robin Hogg** for guidance beyond the call of duty, who has since disappeared off the face of this earth and is believed to have been kidnapped by aliens and transported to the planet Rigel in the constellation Orion.

Thanks also to **Pauline, Majo, Cal, Tony, Vicky, Billie, Bobbie, Luke, Kyle, Alan, Jarred** and **David**, for having absolutely nothing to do with this game.

Final word from Mr 'T' himself — Another man who had nothing to do with the game is **Barry Graves**... Barry who?? I hear you all ask, well, that's what we all say up at Malshanger Football Club... Hello **Paul, Hargy, Rodney, Snowy, PJ, Stevie, Izzy, Longy, Metz, Kerly** (you old greaser), **Graham, Gravesy 1** and **Gravesy 2, Smithy, Litch** the Boss, **Nick, Fred, John** and big **Nige**... Be there or...J.L.G.

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Stage 4: THE RIVER PATROL

Back to the business of performing rescues within the time limit. Items of use can be found by inside crates floating along in this section.

Tip: Three items are essential to completing this stage; the football, the jar of honey and the fishing rod which can be found by the first waterfall.



Stage 5: THE ICE CAVERN

On exiting his canoe Max falls through the snow and into a crevasse. Firstly he must stop himself falling too deep into the crevasse and being lost forever. Then he must find a way out. Fortunately there is an old friend of his taking care of some personal business inside the cavern. If asked he might help.

Tip: Look, listen and remember!

Stage 6: SKI PATROL

More rescues to perform here. In this stage items of use are buried under the snow and must be dug up.

Tip: Two items are essential to completing this stage. Stop at the occupied cabin and collect the climbing equipment. Be sure to be holding it when the trumpet comes into sight. Press fire and waggle to play the trumpet...

Stage 7: THE DOWNHILL ROLL

The simplest stage of all, no rescues to perform or tools to collect, just reach the base of the mountain before the time runs out.

Tip: Big snowballs roll faster than small ones but are less manoeuvrable. Increase your snowball size by running into snowmen. If trapped inside a small snowball, stop against something and press fire to jump, this will make Max roll faster than otherwise possible. Use ramps to jump over obstacles.

Stage 8: THE FINAL CLIMB

Max's goal is in sight. Just a short climb to the pebble and his mission will be completed.

Tip: Sorry, you're on your own now...



In the improbable event of this product being faulty, please return it to the original place of purchase.

Audiovisual concept, label and program

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