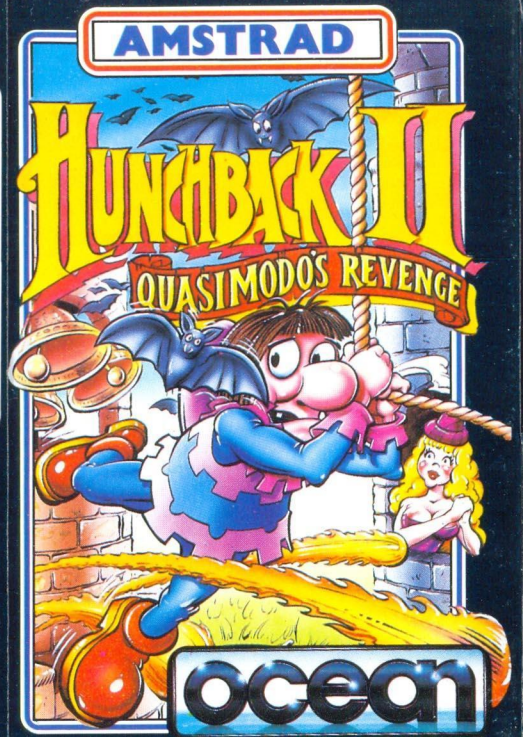
ocean

HUNCHBACK II

The return of your favourite bell ringer, the all conquering Quasimodo, brings moving platforms, cog wheels, hooks, pullies, ropes and of course – the BELLS!
Every screen brings a new challenge and tons of fun.
Made in the U.K.

HUNCHBACK II

AMSTRAD



HUNCHBACK II

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The program runs on the Amstrad CPC 464.

LOADING

Place the rewound cassette in the cassette deck. Type RUN" and then press enter key. Follow the instructions as they appear on the screen. If there is a disk attached then type |tape followed by RUN ". In case of difficulty refer to chapter 2 of the user instruction booklet.

PLAYING

Quasimodo must make his way through the five stages of the bell-tower avoiding the bats, arrows, fire-balls and bouncing cannon balls. He must collect all the small bells on each stage in order to continue onto the next, more difficult, stage. By using the ropes, hooks and moving platforms Quasimodo can perform great athletic antics and make swift movement through the bell-tower. On the final stage Quasimodo must ring each of the large bells by pushing the hammers to the top of the bell ropes.

CONTROLS

Quasimodo may be controlled by using either the Keyboard or a Joystick. Either mode may be selected by following the on-screen instructions. Keyboard selections are user defineable. Full instructions will

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appear on the screen. The FIRE button is used to make Quasimodo jump and to start the game.

STATUS and SCORING

On-screen scoring shows the number of lives remaining, (indicated by bells). Total score is shown at the end of each game.
Points are awarded for:

Collecting small bell – 50pts
Ringing big bell – 100pts
Completing each stage – 1000pts

At the end of each game, if your score is high enough, you are asked to enter your name in the Hall of Fame. Use your controls to move the pointer to the letters you require and press the FIRE button to enter each letter. When you have completed your name select END, this will enter your name in the Hall of Fame.

HUNCHBACK II

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PRODUCED BY JON WOODS
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