

Disaster looms for the bowler and broly brigade. The contemptible COUNT CHAMELEON, Master of Disguise and sworn enemy of the establishment, is determined to succeed in his latest and greatest dastardly plot. His sale of rubber goods through mail-order ads in a civil service magazine, has led him to develop the RUBBERTRONIC RAY. With it he threatens to neutralise the starch in wing-collars, loosen stiff upper lips and generally relax moral standards – leading to the collapse of The Empire. Worse still, it will radically and unpredictably alter the bounce of a cricket ball. This bounder must be stopped!

Actual screen shot from the Commodore



GRAM TELEGRAM TELEGRAM TELEGRAM TELEGRAM

To: VISCOUNT STIFFLIP

MOST URGENT

IMPERATIVE YOU FIND COUNT CHAMELEON STOP ENTIRE BANARNIAN

RUBBER CROP MISSING – OUR ONLY CLUE STOP START NOW STOP THE

EMPIRE IS IN YOUR HANDS STOP CHOCKS AWAY! AND GOOD HUNTING

STOP REMEMBER: PLAY UP, PLAY UP, AND PLAY THE GAME STOP END



Game designed and programmed by Paul Norris and Rupert Bowater of Binary Vision.  
Sound by Richard Joseph.  
Additional graphics by Mark Eason and Anna Williams.

Joystick required in port 2



Amstrad  
Cassette  
CPC 464/664/6128

STIFFLIP  
& Co.



PAF 1046

STIFFLIP  
& Co.



A Binary Vision Game



**The time:**

World War 1 is over. As yet, no date fixed for a rematch.

**The place:**

Darkest Surrey, England.

**The setting:**

Britain rules a mighty empire over which the sun – like bad jelly – never sets. How could such a small island, permanently shrouded in fog, become a great power, and George V the world's largest private landlord? The answer lies in cricket.

For countless years British schools have conducted a gruelling regime: cold baths, corporal punishment and over-cooked cabbage. It is a regime the British do not escape, even in adulthood, except through cricket; a game which can lead to as much as 5 days absence from home or school. Even if played at home, it acts as a powerful anaesthetic.

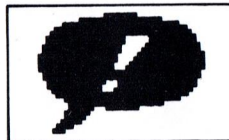
Whenever possible the British leave their soggy island for good, hence their pre-eminence as a seafaring nation. Far from home they yearn for the sound of willow against leather. But their contempt for foreign languages (on the grounds that they are 'foreign') and the difficulty of translating terms like 'silly mid off' has forced them to colonise other countries as the only way of persuading them to take up the game.

Now disaster looms for the bowler and brolly brigade. The contemptible **COUNT CHAMELEON**, Master of Disguise\* and sworn enemy of the establishment, is determined to succeed in his latest and greatest dastardly plot. His sale of rubber goods through mail-order ads in a civil service magazine, has led him to develop the **RUBBERTRONIC RAY**. With it he threatens to neutralise the starch in wing-collars, loosen stiff upper lips and generally relax moral standards – leading to the collapse of The Empire. Worse still, it will radically and unpredictably alter the bounce of a cricket ball.

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*\*The Contemptible **COUNT CHAMELEON**, Master of Disguise.  
(and his trusty parrot, peccadillo)*

*Started young by attempting to blow up his school and was severely reprimanded for smouldering behind the bicycle sheds. Later expelled for over-bidding at bridge, since which time he has borne a grudge against the establishment. Founder of the Guide-dogs for the Deaf Association, and last seen by the Captain of the Titanic disguised as an iceberg. A bad egg turned rotten – a man who can curdle a yoghurt at twenty paces. He'd steal candy from a baby, he'd sell his own grandmother, he'd even say 'boo' to a goose. His villainy knows no bounds...*

**INSTRUCTIONS****CHINWAG**

*talk to / trade with  
other characters*

**DO ONE'S STUFF**

*act*

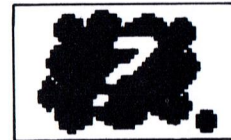
**FISTICUFFS**

*fight*

*you will meet up with Chameleon's  
benchmen throughout your adventure  
and they will always pick a fight.*

**BEETLE OFF**

*move*

**STATE OF PLAY?**

*take stock*

**CHANGE BATTER**

*swap between  
characters*

**FISTICUFFS**

Your opponents are slow but sturdy and will regularly work up to delivering a bone-jarring punch.

Your options are: to do a bunk; hit below the belt (effective but underhand!) or go for a straight punch. Keep the moving crosshair in the centre to draw the target into the middle. Press fire to throw your punch.

The closer you get to the centre ring, the more effective your punch will be. Also, the faster your arm swings round, the more powerful your punch.

