MASTERTRONiC

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Enter the dreams of Gregory, a clean-living chap who is attacked by supernatural forces during his slumbers. Wrestle with puzzles, munch a jumping bean and leap through a jungle with m i g h t y b o u n d s , bend your brain inside an art gallery and blast everything in a battlefield - all because Gregory wants his alarm clock back!
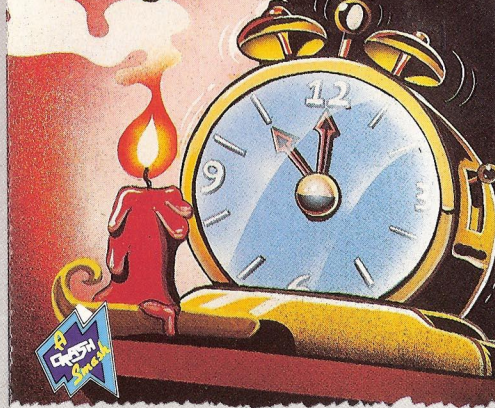
GREGORY LOSES HIS CLOCK

LOADING INSTRUCTIONS

AMSTRAD 464: Press CTRL and small ENTER
AMSTRAD 6128: Type I TAPE and press RETURN.
Press CTRL and small ENTER

CONTROLS

As this is a game for the brain, don't expect to use a joystick. All the important keys can be redefined to your personal preferences from the menu screen.

Up/Down move Greg 'in' or 'out' of the screen, and are also used to make him turn around and pick up/put down useful objects. Experiment a little and you'll soon get the hang of it.

Left/Right, with monotonous predictability, move our questing hero to the left and right.

A triple-purpose control key is context sensitive (ie prodding it can have one of three different effects depending on where Greg is and what he can do at that point). Called 'pocket/jump/fire' this key allows Greg to stash clock parts in his pocket when he finds them, allows him to leap around the jungle once he's eaten a jumping bean, and is pressed when you want to blast things on the battlefield once he's... work that one out for yourself.

Then you can pause the game with the key you define as HOLD, carry on again with the key you define as RESTART and toggle the game messages on with the key you set up as MESSAGE TOGGLE. Couldn't be easier John. Or Johanna, if that's the case.

GREG⏰RY LOSES HIS CLOCK

A CRASH Smash

MASTERTRONiC

Ticka Ticka Time Expedition

Settling down for a good night's sleep, our hero Gregory finds his alarm clock, pops it on top of the chest of drawers and clambers into bed for a restoring regime of kip. The first few zeds have hardly escaped our Greg's sleeping lips when a naughty ghost intervenes, stealing Greg's timepiece. And this ghostie is really wicked - it breaks the clock into five pieces and scatters them around four weird Dreamscape locations.

How ever will our hero manage to wake up in the morning? Greg's got an important day at work ahead of him. Thanks to that bad spook, Greg will never, ever wake up to reality unless he can retrieve the parts of his clock and get them to the nice old horologist (clock mender to the likes of ordinary folk).

As you might imagine, time is of the essence. Greg has only three game-hours in which to complete each section of the quest and restore order to his world. So this game is played against the clock as well as *for* it...

Travelling Through Dreamworld

Don't expect too much help here - this is meant to be a challenging experience, after all! Here are a few hints to get you going:

- Wheels turn off water and open doors, providing you put them in the right place
- Sometimes you have to leave something you've already collected behind when you go looking for another bit of mechanism

- Birds have more than wings
- Markers help in mazes
- A good eye for picture matching makes life liveable
- Don't shoot too many things
- The best place to wake up in the morning is alone in bed

Don't ring us - just get the five bits of clock to the menders and wake up to the ringing of the alarm bell...

Programmed by Don Priestley

ITALIANO

CONTROLLI

Solo tastiera - tasti ridefinibili

Su/Giù - muove Greg dentro e fuori dallo schermo, e inoltre, lo fa anche voltare.e raccogliere o lasciare oggetti

Tasto a tre funzioni - a seconda di dove Greg si trova, serve per farlo 'intascare/saltare/sparare'

CARICAMENTO

AMSTRAD 464: Premi CTRL e INVIO piccolo.
AMSTRAD 6128: Batti I TAPE e premi RETURN.
　　　　　　　Premi CTRL e INVIO piccolo.

DEUTSCH

STEUERUNG
Nur für Tastatur. Die Tasten können neu definiert werden.

Hoch/Runter: Bewegen Sie Greg aus dem Bildschirm heraus und wieder hinein, lassen Sie ihn um die eigene Achse drehen und Objekte aufheben bzw. ab

DREIFACH - Taste: Dies läßt Greg Einstecken/Springen/Feuern', was davon abhängt, wo er sich gerade befindet.

LADEN:
AMSTRAD 464: CTRL und die kleine ENTER - Taste drücken.
AMSTRAD 6128: I TAPE eintippen und RETURN drücken. Dann
　　　　　　　CTRL und die kleine ENTER-Taste drücken.

FRANÇAIS

COMMANDES:
Clavier seulement - touches redéfinissables.

Haut/Bas - font entrer et sortir Greg de l'écran, et le font se retourner et ramasser ou lâch

Touche à triple usage - Greg 'met en poche/saute/fait feu' selon l'endroit où il se trouve.

CHARGEMENT:
AMSTRAD 464: Appuyez sur CTRL et la petite touche ENTER.
AMSTRAD 6128: Tapez I TAPE et appuyez sur RETURN.
　　　　　　　Appuyez sur CTRL et la petite touche ENTER.