

COMPENDIUM

LOADING INSTRUCTIONS

CBM64/128

CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type **LOAD""8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

AMSTRAD

CASSETTE: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

DISK: Insert disk in drive. Type: **RUN"SNAKES"** or **RUN"DRINKS"** on side one, **RUN"SLED"** or **RUN"LUDO"** on side two.

MSX

Insert cassette into cassette recorder. Type **BLOAD"CAS:"R** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

COMPENDIUM INSTRUCTIONS

Meet the Wink Family – the wackiest household you've ever known. During your stay with the Winks, you will be joining in with some of their crazy pastimes. Let's get to know the family...

First, there's Tiddly Wink, the merry father who enjoys a tipple or two (or three). His wife is Mavis Wink, the busy mother of Ralph, a teenage college kid, Victoria, who is a proper little madam, and Tiny Tim, the most troublesome baby since Jack the Nipper. Oh, and of course, we must not forget their dog Sniffer, who likes to join in with all the fun and games the family get up to.

Tiddly Winks Game Compendium brings you four hilarious games:—

1. Snakes and Hazards
2. Christmas Ludo
3. Shove-a-Sledge
4. Tiddly Drinks

There are, however, three other characters who like to get in on the action, namely Shady Leaf, a rather athletic Holly, Meanus Puddus, an aggressive pudding, and Sam Snake, a lot friendlier than he looks.

At the start of each game you will be presented with a selection panel. Use **UP/DOWN** to move the selector bar and press **SELECT** to choose your players. Once the players have been chosen and their orders set, move the selector bar to **START GAME** and press **SELECT**.

SNAKES AND HAZARDS

Characters playing:— Ralph, Victoria, Tiny Tim and Sniffer.

Snakes and Ladders with a difference – real snakes! Like the tamer

traditional version, the object is for each player to move his chosen character by the number of squares shown on the die, the winner being the first to reach square 100.

During each player's turn, the current square and destination square are displayed at the bottom of the screen. If a character lands on a square containing the foot of a ladder, he or she will be moved to the square at the top of the ladder. Alternatively, should a character land on a square containing the head of a snake, he or she will slide down to the square at the end of the snake.

But, alas! there are even more hazards... Tiddly, Mavis, Meanus and Shady will end your turn if they collide with your character, and could even push your character to the head of a snake. Also, the characters are all too easily distracted by their favourite pastimes, for example, Sniffer the dog will end his go if he should find a bone or a lamp-post on the way. Likewise, Ralph will stop at a home computer or large reference book, Victoria will telephone her friends or brush her hair, and Tiny Tim would much rather suck his dummy or play with his Teddy Bear!

However, each member of the family is all too aware of his opponents' favourite pastimes, and objects can be picked up and dropped to hinder their progress. To pick up or drop, move your character over an object and use the **PICKUP/DROP** selector.

CHRISTMAS LUDO

Characters playing:— Ralph, Victoria, Tiny Tim and Sniffer

The Wink kids and Sniffer enjoy a good game of Ludo, but as you have probably guessed, it has got to be that bit different! Each player tries to move each of their four counters from their bedroom, around the 'board' and finally onto the **HOME** square, next to their **GO** square.

To start a counter on its way, a six must be thrown. Pressing **SELECT** while your character is in the bedroom will place the counter on the correct **GO** square. Throwing a six also qualifies for another turn.

To move a counter already in play, move your character out of the bedroom and along the board until standing on the chosen counter, then press **SELECT**. If one of your counters should land on one of your opponent's, their counter will be removed from the board.

If your move would result in your counter going off the end of the board or landing a counter on a **HOME** square, then your counter cannot be moved and you will have to select another counter.

As it is Christmas Eve, Mavis and Tiddly are busy preparing the house for the Christmas Dinner. Santa Claus is on his way and the children and Sniffer should be tucked up and fast asleep in bed. If your character should bump into Mum or Dad, your go will end immediately!

SHOVE-A-SLEDGE

Characters playing:— Mavis, Ralph, Tiddly and Victoria

The scene is set – there is snow on the ground and Tiny Tim is looking forward to an afternoon of sledging. All he needs now are a few volunteers to push him...

The family have decided to make a competition out of shoving Tiny Tim along, and Sniffer has decided to get in everyone's way.

They have marked out a grid on the snow with divisions numbered from 1 to 10. They each have three turns in pushing Tim and they must aim for the sledge to stop within the division lines.

The winner is the first player to successfully make the sledge land on every division between 1 and 10. Successful attempts will be indicated on the information menu at the bottom of the screen.

Your individual skill plays a large part in this game – push too hard and it's "goodbye Tim!!"

To position the sledge before you push it, hold the **SELECT** button and move your character up or down as required. To push the sledge, take a good run at it!

TIDDLY DRINKS

Characters playing:— Mavis, Ralph, Sniffer, Victoria.

It is Christmas Eve down at the local, and as usual Tiddly is having a merry time. In fact he's rather drunk and is being a nuisance to the other customers by throwing his empties into the air.

The rest of the family have taken it upon themselves to try and catch the glasses before they hit the floor. The barmaid will begin by serving Tiddly with between 1 and 6 pints of beer (as shown on the information menu). Tiddly then goes to the bar and drinks his pint(s). As he walks away from the bar, he throws his empty glass over his shoulder.

Controlling your chosen character, you must move to a position where you think you can catch the glass. Pressing **SELECT** will make your character reach out for the glass. Each glass caught is added to the player's total and the winner is the one with the highest score at closing time.

CONTROLS

SPECTRUM

Compatible with Kempston and Interface II joystick.

Left	T, U, O, 6
Right	Y, I, D, 7
Up	Q, W, E, R, 9
Down	A, S, D, F, 8
Select/Pick up/Drop	SPACE, CAPS SHIFT, Z, X, C, V, B, N, M, Ø
Start new game	BREAK
Pause	H
Sound mute	ENTER
Music on/off	L
Reset computer	1 and BREAK

AMSTRAD

Joystick or	T, U, O, Ø, <
Left	Y, I, P, L, >
Right	Q, W, E, R, ^
Up	A, S, D, F, ARROW DOWN ↓
Down	SPACE, SHIFT, COPY,
Select/Pick up/Drop	Z, X, C, V, B, N, M, /, \
Start new game	CTRL + ESC
Pause	H
Sound mute	ENTER
Music on/off]
Reset computer	CTRL + ESC + SHIFT

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