

SUPERSTAR SEYMOUR™

LOADING INSTRUCTIONS

Find the cassette tape that has the name of the game you wish to load printed on it. Then place the tape in your cassette recorder with the name of game you wish to load facing upwards.

If the game is the first game on the cassette simply follow the instructions below. If the game is the second game on the tape then either fast forward the tape to the correct position, or if you cannot find the correct position then simply load the first game, stop your cassette recorder, switch off your computer (make a note of the tape counter for future use) then load the second game.

SPECTRUM

128k users press ENTER to load games 48k users press LOAD"" press ENTER

Note The LOAD command is on the j key there is no space between the quotes.

Load errors ??? If you keep getting load errors try adjusting the volume control on your cassette recorder. All cassette recorders are different so try all settings eg. low, medium and high. If you still have problems you may need to adjust the "azimuth" setting on your cassette recorder. (You can buy special kits for this at your local computer shop)

AMSTRAD

Amstrad CPC 464 type RUN"press ENTER
Amstrad CPC 664/6128 type ITAPE press ENTER

Load errors ??? See Load errors for the spectrum above.

COMMODORE 64

Type LOAD press RETURN

Note Commodore 128k users should select C64 mode first.

NOTE YOUR TAPE COUNTER

SEYMOUR GOES TO HOLLYWOOD

Join super star Seymour in his Hollywood debut. Meet frightening Frankenstein, evil Ding the Merciless, bash the big King Bong, and find Rick Bracy's true love.

Seymour's Big Break

Seymour has got his first big break: he is to star in the latest block busting movie. He turns up to work on the first day to find the studio in pandemonium! The stupid director Dirk Findelmeyer II has left for a holiday in Miami leaving all the scripts locked away in the safe. Seymour thinks there is something decidedly sinister going on when he discovers Tarzan with a speech impediment, a body in the study, and the lifts don't work either!!

Controls SPECTRUM AND AMSTRAD

Move Left	Z	Left
Move Right	X	Right
Jump	Space	Jump
Pick up/Use Object	Enter	Fire

Controls C64

Move Left	Z	Left
Move Right	X	Right
Jump	Right Shift	Jump
Pick up/Use Object	Return	Fire

Help Seymour get his movie to the box office. The film has been sabotaged... the scripts have been locked away in a safe, Tarzan cant speak a word of English and the security guard wont let you in.

Move Seymour around the various parts of the map by walking left and right and jumping. Collect the objects and solve the puzzles. A puzzle is solved by standing next to it and using or giving a correct object.

Hints and Tips

- * Avoid jumping into fans.
- * Pippa the secretary can help you.
- * Try opening all the doors.
- * Draw a map of the Studio to stop yourself getting lost.

SUPER SEYMOUR SAVES THE PLANET

Seymour's First movie role! It's Super Seymour. He's got mega powers to clear the world of toxic waste and evil mutants!!! Brilliant platform action with stunning animated cartoon graphics! Fast Action and Stupidly addictive.

Seymour Attempts to save the world in his first mega movie.

Pollution has reached incredible levels. There's TOXIC WASTE everywhere!! There's so much of the yucky stuff that evil mutants are noshing on the stuff and creating havoc everywhere.

Equipped with super cape and super mask it's Seymour's job to clear the world of pollution!

Check out Seymour's mega powers...

Super Blow - Seymour expels lungs full of air that can knock the muties flying.

Super Jump - He can wallop most bad guys with a swift kick on the head.

Super Spit - With a fruit pip and an aim like one of Kev Costner's arrows, Seymour can blast the baddies.

Super Snare - A magic lasso that can trap Mutiod long enough to wap them on the bonce.

Super Sprint - Run like the Six Million Dollar Man only faster!!!

Super Leaper - Bounce like a gazelle with this power pickup!

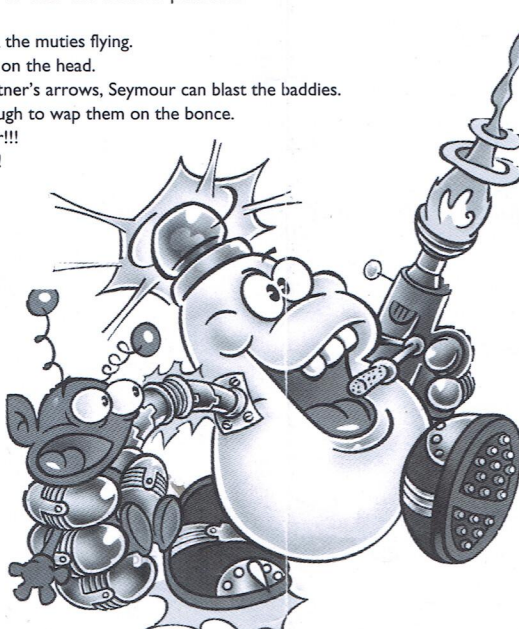
It's all here in Seymour's mega platform Super Romp.

Controls C64

Move	Joystick
Fly Up	Up
Fly Down	Down
Move Left	Left
Move Right	Right
Jump/Flap	Fire
Use Super Power	Space
Pause by pressing the Run Stop Key	
Quit by pressing Q when paused.	

Controls Spectrum

Move	Joystick	Keys
Fly Up	Up	Q
Fly Down	Down	A
Move Left	Left	O
Move Right	Right	P
Jump/Flap	Fire	Space
Use Super Power		Enter
Pause by pressing the Run Stop Key		
Quit by pressing Q when paused.		



The Aim of The Game

Each level is played as a single screen bounce-a-rama. Seymour has to leap and run on the platforms to clear a screen of toxic mutants.

The toxics are objects which Seymour has to collect, like dustbins, oil drums and aerosols. Bonus points are awarded if they are collected in the right order. Collect the object that is flashing.

Mutants (The flying mutie scum) have to be avoided or destroyed. Be careful they can and will harm Seymour! Every screen has to be cleared before progressing to the next level.

Meet the Muties!

They're horrid and they're here!

Podge - Floats around and self destructs whenever Seymour is in range.

Boing - Jumps around from platform to platform and kills Seymour on contact! Squash him from above!

Swinga - Slow but flighty mutant, kill him from above.

Whirlygig - Flies around and always homes in on Seymour!

Rudi - Wanders from left to right on the platforms!

Snapper - Snapper is a more vicious version of Boing.

Grump - Is just like Rudi but 100 times more mean. Avoid him!!

WILD WEST SEYMOUR

El Bandito has sabotaged Seymour's film. Get it back on track! Travel to America, meet Indians, board the wagon train and prospect in a gold mine. Yea Haa action from start to finish.

Seymour arrives at Codies HQ to start work on the next film, a cowboy western. Unfortunately the film has been sabotaged! El Bandeeto, Seymour's mysterious adversary, has tried his damndes: to stop it:

The script is missing, the film isn't ready, there are no batteries for the camera, the lights are broken and the sink's blocked! Not only that, Game Genie has gone missing and Pete the Camera-man has hurt his hand. Very poor indeedy.

Help Seymour in his movie star quest to make it big. His latest film has been sabotaged by the mysterious El Bandeeto. The script is missing, the film has gone, the sink is blocked and nobody has seen the keys to the Big Red Bus!

Before Seymour can even start filming, he must get all the equipmant together. Explore Codies HQ and talk to everyone you meet. Maybe Clare Lucas or Rich Eddy will be able to help!

Controls

Move left	z	Le't
Move right	x	Right
Jump	Space	Up
Pick up/Drop or Use object	Enter	Fire
Q to quit and P to pause.		

Game Genie

Game Genie is a character who loves to help people play games. If you give him some special code words, he will try his best to help you out.

Note down the special codes given to you at the end of each act. At the start of the game you may instantly travel back to this act by walking through the doors marked act 2, 3 or 4. At this point, Game Genie will ask you your code word, type it in using the keyboard. If you don't know any codes then just walk off the left l and side of the screen.

Use the spaces below to mark down the special codes you find.

Code 1
Code 2
Code 3

Hints 'n' tips

- * Rich Eddy may be able to help.
- * Clare loves flowers.
- * Shy Dan may give you some dosh.
- * Game Genie loves his codes.

STUNTMAN SEYMOUR

Seymour's in Steven Squalburg's latest stunt movie. Leap from platform to platform. Avoid the explosions, dodge stunt doubles and blast the nasties. Make it look good or otherwise you'll be cut.

Seymour leaps from platform to platform across four levels of devastatingly different action movies: Cowboy Western, Pirate Swashbuckler, Chicago Gangster and a James Bond Spy Snow Scene.

Stuntastic action in this mega platform romp. Capture the cowboys, pacify the pirates, grab the gangsters and bash the enemy agents.

Bursting with explosions, shoot out and action leaps, you must hep Seymour look good or otherwise he'll never make it big in the stunt movies!

Help Seymour make it big in the movies. Move from film to film avoid being hit by the baddies, make mega stunts and show off to the camera. Get to the end and defeat the bad guy and win the hearts of the cinema audience.

The Films Seymour will Star In ...

The Good 'uns the Badd 'uns and Seymour
Starring Seymour as The Ugly.

Support roles by :

Six Shooting Trigger Happy Trev.
Totem Pole Tom Tomahawk.

And by special request :

Big Indian Big Red Chief as the evil bad guy.

The Plumshaped Pirate

Support roles by :

Jagged Cutlass Jim
Captain Chuckaball

Guest starring:

Captain Beardy the mega bad evil guy.
Seymour Bond licenced to spill

Co starring

Performing Exploding Penguin Brothers
Sky Jumping Jack.
The Ice Monster
The Slodgefather

Co starring

Patrick the Cosh Wielding Copper.
Pump Action Pete
Seymour's Manager Cecil.



C64 Controls

Up	Jump	Q
Down	Drop bomb	A
Left	Left	N
Right	Right	M
Fire	Fire	Space

Run/Stop Pause once in pause mode press Q to quit.

Spec/Amstrad Controls

Up	Jump	Q
Down	Drop bomb	A
Left	Left	O
Right	Right	P
Fire	Fire	Space

Caps and M to Pause

Break to quit.

Spec versions have Kempston and Sinclair joysticks

SERGEANT SEYMOUR ROBOTCOP.

Join Sergeant Seymour's latest 'block bustin' ROBOT COP movie. Splat the villians in over 30 amazing action packed levels with bolt on bionic bits. Enforce the law like never before.

Seymour's latest film see's him starring in a grim city of the future....

The streets are a dangerous place. Gang warfare is rife. Even the toughest of cops find them a nightmare. Enter Sergeant Seymour Robot Cop. He's mean, he's clean, he's the all new ENFORCEMENT MACHINE....

An almost fatal accident could have forced the world's most famous cop into early retirement. But with the miracle of modern surgery and the very latest advancements in bionic engineering, he's back on the payroll with a few added improvements !

Seymour is equipped with bionic limbs, by using his special stretching arms he can reach out and make arrests from vast distances. Or he can use his 'cuff gun. This fires streams of handcuffs which can arrest the hoodlums. The zzap-o-kill is recommended but only in extreme circumstances. It is extremely effective !

Controls

Move	Joystick	Keys
Up	Up	Q
Down	Down	A
Left	Left	O
Right	Right	P
Use weapon	Fire	Space

When using the extendable arm keep the fire button pressed to extend the arm further.

With the cuff gun, the cuffs will be more potent if you keep your finger on the fire button longer before releasing.

Aim of the game.

Each level is played as a single screen maze viewed from above. Seymour has to clear each level of henchmen and their Bosses. Once all henchmen have been arrested the Boss is automatically destroyed.

As each henchman is arrested he releases special bonuses. Grab these for extra points. Some henchmen may take a couple of hits to subdue.

Answer the telephone to call the SWAT team ! For a special bonus stage, collect the letter tiles and spellout ROBOTCOP. Collect the blue light, it will protect you for one hit. The rainbow tile is a special speed circuit which increases the performance of SERGEANT SEYMOUR'S BIONIC legs.

That's it folks. And remember, be Careful out there..

Hints & Tips

- * The stretching arm goes further if you keep fire pressed.
- * The Cuff gun can be POWERED UP by keeping fire pressed.
- * Watch out! Some of the hoods throw apples and cans at you. If they hit you you will be stunned.
- * You can arrest stunned baddies by just walking over them. But be careful they may only be pretending.
- * Keep clear of BOMBS !

CREDITS

There's a cast of thousands involved in producing these great Codemasters games. Here's an attempt at naming a few..

Programming Artwork and other generally techie things...

The Ravin' guys from the deep south, Nick Taylor, Jason Brashill and David Spicer. The Reflective Lads from up North, Duncan Kershaw, Gerard Gourley. The Synergy boys : Also the Bloomin' Big Red Softies Jon Cartwright, R Fred Williams and Pete Ranson.

Production was handled admirably by Stewart Regan and Pat Stanley

Game testing was done by David Ward and Steve Wyatt. Artwork was managed by Shan Savage.

The box was sorted by the Mac lads and lasses Davey A, Victoria, Toby Eglesfield and Paul Adams.

PR and all showing off was generally sorted by Rich Eddy and his new assistant Steph.

Sales are sussed by the two Anns ... Pinkham and Thompson with a little help from the new lad in town Simon Brammer.

And then of course there was me Paul Ranson, I did a few bits and pieces.



HELP LINES

NEW RELEASE INFO LINE 0891 555 000 (Tells you what is being released this month)
If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

ATARI ST AND AMIGA

DIZZY
MAGICLAND DIZZY
TREASURE ISLAND DIZZY
DIZZY PRINCE OF THE YOLK-FOLK
FANTASY WORLD DIZZY
SPELLBOUND DIZZY
LITTLE PUFF
ROCKSTAR
SEYMOUR IN HOLLYWOOD
SPIKE IN TRANSYLVANIA
WILD WEST SEYMOUR

0891 555 093

0891 555 001

0891 555 092

0891 555 002

0891 555 078

0891 555 003

0891 555 095

0891 555 090

0891 555 010

0891 555 051

0891 555 004

SPECTRUM, AMSTRAD, C64

DIZZY
MAGICLAND DIZZY
TREASURE ISLAND DIZZY
DIZZY PRINCE OF THE YOLK-FOLK
FANTASY WORLD DIZZY
SPELLBOUND DIZZY
LITTLE PUFF
ROCKSTAR
SLIGHTLY MAGIC
SEYMOUR IN HOLLYWOOD
SPIKE IN TRANSYLVANIA
WILD WEST SEYMOUR

0891 555 093

0891 555 096

0891 555 091

0891 555 002

0891 555 078

0891 555 003

0891 555 094

0891 555 090

0891 555 050

0891 555 010

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0891 555 004

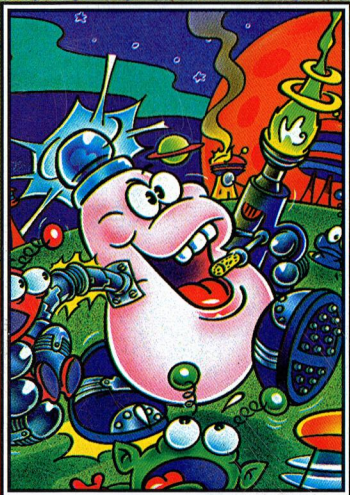
Call costs 36p per minute during off -peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)



SUPERSTAR SEYMOUR™



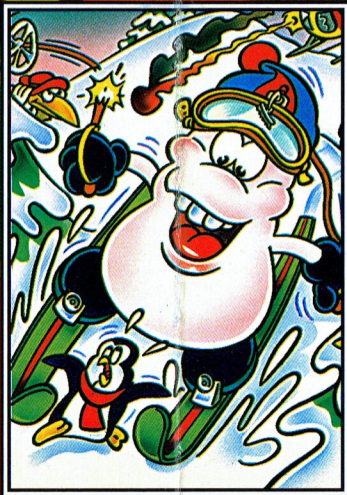
5
**GAME
PACK**



Sergeant Seymour
Robotcop



Seymour Goes to
Hollywood



Seymour Stuntman



Super Seymour
Saves the Planet



Wild West Seymour



CODEMASTERS

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