KETTLE

Amstrad   **26 levels**

Gameplan

Your Kettle is trapped in a complex underground system and
you have to break free. There are 30 levels each getting bigger
as you progress to higher levels. On loading you are offered
two start levels – level 1 and level 4. Should you reach higher
than level 4 a third option of this level will be offered as your
next start point.

To escape from each level you must locate the tin opener
hidden in one of the bubble emitting bowels. Collision with
bubbles drains energy. Your only protection is your orbiting
"Crizza". 10 hits on the bowel (crizza) and this changes to a
diamond, one more hit will reveal either a tin opener; an alien;
a bonus, an energy giving jug of water. An alien is destroyed
by 3 hits of the crizza..

Your split screen view allows you to monitor your opponents
progress and to help him, hinder him or if you're clever watch
him do all the work then nip in to collect the spoils.

Once the tin opener has been collected you move towards the
exit, which will open as you approach. In the 2 player mode
the 2nd player can follow the player in possession of the tin
opener through the already opened exit.

To Move Joystick only

Use Joystick and fire button or use Keys redefined as
Initially set to: **Z** - L   **X** - R   - up   **/** - down
Shift - fire

Playing Options

2 player mode

1. Just see your own bubbles   a) Kill all bubbles
2. See both players bubbles   b) Kill your bubbles only

1 player mode

1. One kettle
2. Two kettles

a) Kill all bubbles
b) Kill your bubbles only

Select options by using joystick to move pointer to required
option and press fire to accept option.

Note

Crizza Mode

Proceed – doesn't return until fire is released
Retreat – Crizza returns to its orbit

Points

Bowels   1 per hit
Aliens   1 per hit
Bonus   10-50 points
Water   40 or more energy points
Opening shoot   50 points

Loading

Press **SHIFT** and small **ENTER** keys