

AMSTRAD

Super Gran

TYNESOFT
COMPUTER SOFTWARE

Super Gran



TYNE TEES
Based on the television series SUPER GRAN produced by TYNE TEES TELEVISION for the ITV Network.
Producer: Keith Richardson.



AMSTRAD

Super Gran



A truly amazing game with superb graphics on 6 action packed screens. See if you can help Super Gran to crush that Evil Scunner Campbell and his boys Tub and Rent-A-Muscle.

LOADING: Press the 'CTRL' key and the small 'ENTER' key on the numeric key pad simultaneously.

CONTROLS: Q = LEFT, W = RIGHT, H = UP, B = DOWN, SPACE BAR = FIRE, S = ACTIVATE SHIELDS. You can also re-define your keys using any keys except 'ESCAPE', 'DELETE' and 'ENTER' keys. To set up your joystick take the Re-define option and press the joystick in the direction of the prompts given on the screen.

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Look out for the Adventures of Super Gran – a graphic adventure especially written for children and adults. With about 40 superb screens, an ideal adventure for a first timer or a seasoned adventurer. Released on May 15th, 1985 – written in conjunction with Brian Howarth and Mike Woodruff of Adventure International fame.

SUPER GRAN © TYNE TEES TELEVISION

The game is based on the highly successful TV series "Super Gran" with 8 action packed screens. To conquer all the screens will proclaim you as 'SUPER GRAN'.

Action starts over Chisleton with Super Gran on her Flycycle being chased by an Imposter Gran firing cannon balls at her. Gran's only protection is to use her Magic Ray Machine. Having survived that screen, she moves on to the next action using her Anti-Gravity Belt. Here she is out to help the community of Chisleton by protecting her feline friends on the road from run-away cars but avoiding obstacles in the sky, such as aeroplanes and hot air balloons, as she drifts over the rolling countryside. To keep her 'Super Powers' she must have regular refuelling stops at the petrol pumps.

Professor Black has asked Super Gran to help him take his Skimmer to the Science Exhibition. To do this she must drive along a twisting road avoiding potholes, kerbs and, of course, that Evil Skunner Campbell. Having guided the Skimmer to the Exhibition, Super Gran has to leave to rescue the Invisibility Machine left on top of the cliff by Scunner Campbell.

Super Gran has to scale up the cliff face using the available ledges, feet and hand holes. Watch out for hidden dangers, some of the ledges are wet and slippery and the tide is coming in too. Scunner Campbell and his boys hear that Super Gran is out to retrieve the machine and commandeer a helicopter to bomb her as she climbs. On reaching the top, Super Gran takes the Invisibility Machine and uses it to become invisible to all her enemies for the next four screens.

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