

MAD MIX GAME™

As far as Mad was concerned life was going nowhere. Bored, with few friends, he was always on the lookout for a good time but he still lacked something. His father had told him many stories of his grandfather, the great Mad Elder, the most successful of his Pepsiman family at the gruelling task of dealing with the prowling house ghosts. Which to the embarrassment of Mad had not been continued by his father.

Then it happened, ghosts started to appear, spreading destruction and panic throughout the entire Pepsivillage. In desperation the mayor of the beleaguered little town turned to Mad's father for help. However, to the astonishment of everyone, father Mad admitted that he had always been afraid of ghosts and would have to decline.

Mad, incensed by his father, decided instantly that it was time to follow in his grandfather's footsteps in what must be the most dangerous Pepsiman Challenge...

THE MISSION

The challenge is to guide the Pepsiman through each of the fifteen mazes in turn, dodging ghosts and other evil creatures. Use skill and timing to take advantage of all the special features scattered throughout each maze, because only a combination of these will allow you to be successful.

LOADING INSTRUCTIONS

Commodore 64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys simultaneously. Press **PLAY** on the cassette recorder.

Commodore 64/128 Disk

Turn on the computer, insert disk and type **LOAD""",8,1** and press the **RETURN** key. The game will load and run automatically.

Spectrum 48/128K, +2 Cassette

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

Amstrad CPC Cassette

Press **CTRL** and small **ENTER** keys simultaneously. Press **PLAY** on the cassette recorder.

Amstrad CPC Disk

Type **RUN"DISK** and press the **ENTER** key. The game will load and run automatically.

MSX Cassette

Type **RUN"CAS:"** and press **ENTER**. Press **PLAY** on the cassette recorder.

Atari ST Disk

Insert disk and turn on computer. The game will load and run automatically.

F1 - Keyboard Control.

F2 - Joystick Control.

CHARACTERS

The Good Guys



PEPSIMAN

Move the Pepsiman around the maze consuming the spheres that lie along the pathways as you go. Once you have cleared all of these from the maze you go on to the next, more difficult stage. Be careful, the Pepsiman can be destroyed by the slightest touch from most of his enemies. So avoid them while you are in this form.

As you move around the maze you will come across differently shaped icons. Eating these will transform you temporarily into one of the characters that follow.



ANGRY PEPSIMAN

If the Pepsiman is guided over one of these icons he will be transformed into an angry Pepsiman. Once transformed he has the ability to chase after and eat most enemies giving you a large bonus. Take care though - the Pepsiman will revert back to his original form after a limited amount of time.



PEPSIPOTAMUS

Eating this icon will transform the Pepsiman into a Pepsipotamus. In this form you will be able to squash any enemy that crosses your path. This form is particularly useful in dispatching two rather mean creatures, the REPUGNANT and the LADYBOTHER. (See Bad Guys Section.)



PEPSIDIGGER

This character is used to 'unclump' the spheres the Repugnant has passed over. (See Bad Guys Section). Simply move the Pepsidigger over the affected spheres to unclump them. When you then revert back to Pepsiman you will be able to reach them. In this form you are just as vulnerable to destruction as the Pepsiman, so take care.



PEPSISHIP

You do not have to eat an icon to transform to this form. As you travel through the maze you will come across a set of rails. Simply move the Pepsiman onto the rails and he will automatically transform into the Pepsiship. Though movement is limited to two directions (left and right) any enemy that appears on the screen can be destroyed by firing the Pepsiship's guns.



PEPSITANK

The Pepsitank is very similar to the Pepsiship in operation, the differences being it can only move in one direction (arrows indicate the direction) but you can shoot the bad guys in two directions (left and right).



The Bad Guys

GHOSTS

These entities wander the passageways of each of the mazes. If they touch the Pepsiman or the Pepsidigger you will lose a life. The ghosts can be destroyed by using the angry Pepsiman, the Pepsipotamus, the Pepsiship or the Pepsitank.



LADYBOTHER

This creature spends its time scurrying around the passageways. Though it isn't dangerous, its one irritating quality is that it replaces the spheres already eaten. Therefore you have to back track eating the replacement spheres exposing you to more danger. It can be destroyed by every character except the Pepsiman.



REPUGNANT

This creature is the worst of the bad guys you'll encounter. The Repugnant wanders around the mazes 'clamping' the spheres you have yet to eat. The only way to unclump the spheres is to find the appropriate icon and transform into the Pepsidigger. (See Good Guys Section.)

Special Features



AUTO SQUARES

When you move the Pepsiman over one of these squares, he will automatically follow the indicator arrows shown in a pre-defined pattern.



TRAP DOORS

This special type of door can be found along various passageways in some of the mazes. The door takes the form of an 'L' shape which, if approached in the right direction, will allow you to push the door down and 'flip' up a second door behind you sealing off the previous section of passageway. These prove particularly useful when evading destruction from pursuing enemies, but conversely can be just as deadly if you approach them under the same circumstances from the wrong direction.

CONTROLS

You can use either keyboard or joystick. The pre-defined keyboard commands are as follows:

Left - **O**, Right - **P**, Up - **Q**, Down - **A**, Fire **SPACE BAR**.

These keys can be changed using the option "REDEFINE KEYS" which is found on the main menu. (Spectrum/Amstrad only)

HINTS

Try to use the Angry Pepsiman only when it is absolutely necessary as there are only a limited number of the appropriate icon within the maze. In this way you will have a better chance of completing each maze as well as gaining a large amount of bonus points.

The Pepsiship and Pepsitank are a good refuge from marauding ghosts and creatures. Take care though, as you start to fire your enemies will hide and lie in wait until you emerge again.

On some of the higher levels you will have to enter the ghost generator to eat spheres that have appeared there. Be extremely careful because if you are killed in there, it will be virtually impossible to escape to continue.

Finally, try not to enter the Auto Squares Area unless you are sure that your exit from it is clear.

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