

New
Generation
Software

NSY 9005

Trashman

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Software

AMSTRAD CPC
464/664/6128



- *User defined keys or joystick compatible
- *1 or 2 players
- *Hall of fame

Trashman

LOADING

Rewind the tape. Press CONTROL then small ENTER keys. Press PLAY on the tape recorder and then any key. "Trashman" is compatible with joystick.

PLAYING INSTRUCTIONS

Play is for one or two players. Use UP and DOWN cursor keys and COPY or use the joystick.

NAME

To enter your name, press UP or DOWN cursor keys or joystick until required letter is reached and then FIRE or COPY. Up to eight letters may be entered. Move to end of bracket and press FIRE or COPY for next screen. If more than one player, enter YES by using UP or DOWN key and FIRE then proceed as above.

OBJECT

The object of the game is to empty all the bins from each road into the dustcart which is slowly moving up the road, returning the empty bin from where it was collected, before your bonus points reduce to zero. If you step on the grass the bonus score will reduce rapidly, but you can increase it by completing tasks you are asked to do by householders. (Leave the house by holding the down key). Your score is increased for each bin emptied. Some houses will have dogs in them, which will chase you if you step on the grass, and if they bite you, your injury will result in a limp, which will slow you down. The same effect will occur if you are knocked down by a bike.

If you choose to go into the cafe or pub to collect valuable bonus points, beware of over eating or drinking too much. If your bonus score is reduced to zero you will be allowed two more attempts to improve. Should you mis-judge crossing the road and are hit by a car the game will end.

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