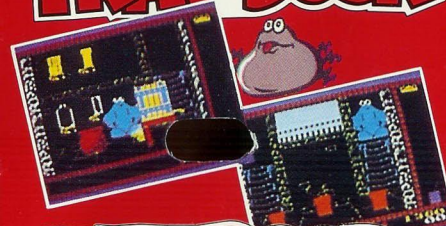


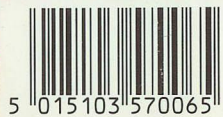
THE TRAP DOOR



THROUGH THE TRAP DOOR



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THE TRAP DOOR AND THROUGH THE TRAP DOOR

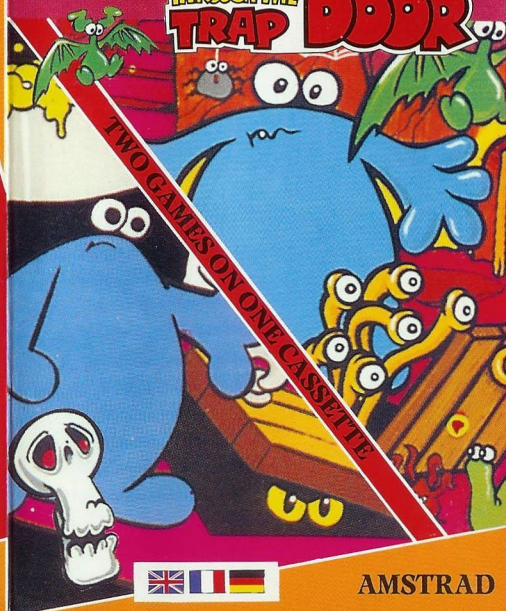


ALTERNATIVE SOFTWARE

THE TRAP DOOR

TWO GAMES ON ONE CASSETTE

THROUGH THE TRAP DOOR



AMSTRAD

THE TRAP DOOR

THROUGH THE TRAP DOOR



Two hilarious games on one cassette based on the hit TV series "Trap Door". Berk, Boney and the boys live in dread of the Horrible Thing who lurks behind the Trap Door. Can you help them complete the tasks The Thing has set them, find their fortune and escape through "The Trap Door" (as seen on TV).

Find out with the crazy world of Trap Door and Through the Trap Door.

THE TRAP DOOR Playing the Game

Somewhere in the dark and nasty regions where nobody goes, stands an old and spooky castle - home of the Bad Tempered Thing. In the dark lower regions of the castle, Berk grudgingly slaves away carrying out the orders of the Thing. To win his ultimate reward - a safe full of loot - Berk has to complete up to five bizarre tasks (four in Learner mode) quickly and accurately before the Thing's anger boils over. Each task is completed when Berk sends his offering upstairs on the dumb waiter and the Thing accepts it.

Learner Berk

Before the game starts you can choose to be a Learner Berk or a Super Berk. When you first play it's a good idea to try the humble



Learner mode. It's easier, even if you don't score so highly or earn Berk's pay!

The Trap Door

Under the trap door lurk 'orrible monstrosities all eager to escape as soon as the trap is opened. Most have a useful role in completing Berk's tasks. The problem is knowing which monster is needed for which task. If the wrong one gets out, it can be a real time-waster and a danger to life and limb! Get rid of wrong 'uns (somehow) as quickly as possible.

Spooks

If the trap door is left open, spooks fly out. Like almost everything in Berk's world, they're hungry and the only way Berk can get rid of them is by feeding them. They'll eat anything - worms, eggs, eye-juice, eyes, even Boni the skull! If Berk hasn't good food to hand, the spooks will send him reeling. In Learner Berk mode, the spooks have been given a holiday and won't trouble you.

Boni and Drutt

Boni's pretty bright as skulls go. Each time Berk picks him up he utters a few words, sometimes useful advice on how to complete a task. Drutt the spider spends his time hopping about getting in Berk's way and eating worms. It's hard to get rid of him!

The tasks

They can all be done! Wait for the Thing to announce what it wants then get cracking. All the props for the tasks can be found in the lower regions. But you'll need some ingenuity to figure out how to use the various objects (and their contents). Each task needs for completion a particular Trap Door Monster. The Anger-Meter at the bottom of the screen warns you that time is running out. When the Thing gets really mad, it yells at Berk that time's up. If Berk hasn't finished, the task in hand is cancelled and a new one is set.

Containers

Berk can shove some objects and a shoved object can shove other objects. Berk can put things into containers, carry them around and tip out the contents. Some are vital to particular tasks!

Score

Your score reduces as time ticks by and increases with bonuses for the successes you achieve.

Super Berk

Your real objective is to become a Super Berk! If Berk completes all the tasks he'll be awarded his wages. But Thing sends them down in a tough-looking safe. To get his loot and become a true Super Berk, the safe has to be opened. There's an exact procedure that guarantees success. Finding it is the final challenge.

Controls

Keys are user-definable and there's a joystick option. You can move Berk "forward", "back", "left" and "right" so the playing area has a real multi-dimensional feel to it. When Berk's hands are empty he'll pick up objects if you home him in on them accurately. To get him to shove things, line him up to the left or right and slightly behind them. Use the "drop" key to get Berk to put things down behind him and the "tip" key to spill the contents of containers in front of him. Activate levers by lining Berk up alongside them so he can reach them with one of his hands.

Strategy

Once you've figured out how to carry out the tasks you can start using strategy to maximise your score. For example, if you complete a task early, you can make preparations for any of the other tasks. Objects already in the best locations can save time later and win you extra points.

Trap Door music © MCPS Ltd. 1986



This program is based on the TV series The Trap Door devised and created by Charlie Mills and Terry Brain. Trap Door characters © CMTB Animation/Queensgate Productions Ltd., 1986.



THROUGH THE TRAP DOOR

By Don Priestly programmed by Five Ways Software.

Berk is back! And he is getting ready to make the fearsome, awesome, totally terrifying expedition down Through The Trap Door.

If you have seen the creepy critters that live down there, you may well wonder why. But the truth is he has no choice. Boni has been captured and taken down into the gloomy depths, so Berk and little Drutt must go the rescue, no matter what nasties they come up against. And what about all those potions lying about just waiting to be drunk. Could they be helpful, could they mean trouble, or could they even cause (gasp) constant ponging! Speed, skill and daring will be necessary to get out alive!

PLAYING THE GAME

Berk is about to carry out another task for his master, the Bad Tempered Thing, when his faithful companion Boni is snatched from under his very nose by an awful apparition from beneath the dreaded Trap Door.

Playing the part of the fearless Berk and his miniscule sidekick Drutt, you must boldly go forth on a rescue mission and face the unknown perils that lurk below.

CONTROLS

Users definable keys. If REDEFINE isn't selected the controls default to the following:

Left Z
Right X
Up Q
Down A
Fire C



The other four controls are to move left, right, back and forward, push objects, jump, pick things up and put things down or eat them! These actions are all dependent on whom you are controlling and the stage of the game.

HINTS

Neither Berk nor Drutt will get very far without helping each other. Either can encounter nasty situations where the other will be able to come to the rescue.

Small objects are scattered about for Berk to eat, all of which have strange effects, either helpful or disastrous. You need to use some of them, so experiment!

This program is based on the TV series THE TRAP DOOR devised and created by Charlie Mills and Terry Brain. Trap Door characters CMTB Animation/Queensgate Productions Ltd, 1987.



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