



PUNCH & JUDY



DM - DOUBLE TROUBLE



DM - MAKING WHOOPEE

SCREEN PICTURE
SHOWN MAY BE A
DIFFERENT MACHINE
VERSION OF GAME.



HOWARD THE DUCK

cute



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DANGER MOUSE IN DOUBLE TROUBLE

While relaxing in his Mayfair penthouse flat, DM receives a phone call from Colonel K, head of security. News has just arrived about Greenback's latest scheme. Greenback and his henchmen are in the process of building an android Danger Mouse.

When the game has loaded, use the keys 1 to 5 to select the type of joystick or keyboard control.

KEYBOARD CONTROLS

- 1 Left
- 2 Right
- 9 Up
- 1 Down
- 0 Fire

The program is compatible with Interface 1, Kempston, Fuller, AGF and Protek joystick interfaces. When selecting level, 0 is easy, and for a hard game press 9.

Whilst playing, pressing the following keys will allow you to:-

- CAPS & BREAK Return to title page.
- CAPS & S Sound On.
- CAPS & Z Sound Off.
- CAPS & M Pause.
- CAPS & N Continue.

Then press fire to start game.

You can return to the start screen during the game by pressing RESTORE.

EPISODE ONE - FLIGHT TO THE JUNGLE

Along with Penfold, DM must take off in the direction of Crocodilia in his aerocar. This may sound simple, but Greenback has released a number of robots to catch DM's car and stop it reaching the jungle.

The only way DM can repel these robots is to play a tune from his juke box. DM's aerocar is shown on the left of the display and the robots on the right. DM's aerocar can be controlled using the joystick.

The bottom right of the screen shows the view from DM's aerocar and the bottom left of the screen displays the distance to the jungle and a picture of the robot it will repel. Select the robot (on the easy level this is done automatically to begin with) which is directly in front of you and when the repeller display matches the robot the repellent tune will be achieved.

At the beginning the repellent will operate automatically but as you progress you will have to select the robot type yourself.

Watch out for Agent 57 (coloured magenta) as he carries a bonus if you collide with him at the last possible second.

The centre of the screen shows a tug-of-war between Greenback and DM and the set of numbers at the sides of the display are skill levels which the Baron and DM are going for.

On reaching the jungle you will be rewarded a bonus.



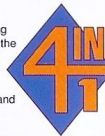
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EPISODE TWO - THROUGH THE JUNGLE

DM and Penfold must now take to foot, through the forest.

Using the joystick you must control DM over swamps by using the crocodiles as stepping stones. Greenback has also filled the jungle with mouse-eating pumas. To avoid these DM climbs trees, avoiding snakes and monkeys, however swinging monkeys will lift DM on their branches.

In an easy game as time runs out, DM can jump the pumas and wait for them to carry him into episode three.



EPISODE THREE - AT THE ANDROID MOUSE BASE

As DM reaches the base he must find the Android Control Box. To reach the row of four switches, DM must hop on his index finger (using fire to jump).

A chain of green lights moves around a 4 x 4 grid in a fixed pattern. When DM presses a button, if the light in line with the button Greenback is pressing, is on yellow, then the length of the chain of green lights is reduced by one. The android is disabled when all the green lights have been extinguished.

HOWARD THE DUCK

It's all starting to make sense ... Your best friend's gone to Volcano Island ... The Dark Overlord! That's it! The Dark Overlord has kidnapped Beverly and Phil and brought them to this volcanic island. 'Cause he's hooked on thermal energy he needs to tap into it constantly to maintain his power.

You know that he knows you're the only one who can foil his plans to take over the Earth. But he thinks he can turn you into duck soup - to make the world his oyster. What he doesn't know is that you're a Quack Fu Master, an avid ultralight flyer, and a whiz with a Neutron Disintegrator. So take him up on his challenge. And show The Dark Overlord that his treacherous plan isn't all it's cracked up to be.

Select a difficulty level. Push the joystick forward and back to select one of the four difficulty levels. Each level gets a little harder - see "Now What?" then press the joystick button to start the game.

ISLAND FEVER

NEGOTIATING MUTANT SLIME

To jump over the mutant slime, Howard needs a running start of three to five steps. So scamper toward the mutant slime to get up some speed, then press the joystick button when you reach the edge of it.

SNATCH THAT BACKPACK

The backpack contains:

- a solar-powered jet pack
- the Ultralight flyer
- a portable Neutron Disintegrator

CROSSING THE CHANNEL

With your solar-powered jet pack, you can cross the channel to the other sections of the island. To use the jet-pack, when you get to the bank of the channel, press and release the joystick button repeatedly to open up the throttle on the jet-pack. If you press too fast, you'll kill the throttle; too slowly and you'll lose thrust.

MUTILATING THE MUTANTS

The best way to deal with the mutants is with the old Quack-Fu techniques. You know - punching, kicking and the like.

KICKING

To kick, hold the joystick button down, then move the joystick in the direction you want to kick.

PUNCHING

To punch, move the joystick in the direction you want to punch and press the button.

STOMPING ON MOUNDS

To stomp on a mound, position Howard on top of the mound, then press the joystick button.

CROSS THE BRIDGE

Although it looks easy enough to cross, don't get too quacky. There are rock-throwing mutants on the other side. They happen to have very accurate aim, and they won't stop throwing rocks until you're completely across the bridge. To dodge the rocks, try to stay to the far right or left side of the bridge.

If you're playing ADVANCED or EXPERT, you'll be given an Ultralight flyer and you must try to make it to the top of the volcano.

FLYING THE ULTRALIGHT

Pull back on the joystick to climb, push it forward to dive, and right and left to bank and turn.

INSIDE THE VOLCANO

STALACTITES AND HOLES

You must dodge the falling stalactites. To manoeuvre between the holes, keep Howard's left foot on the ledge.

ENERGY BOLTS

To avoid energy bolts, move Howard up or down, depending on the position of the energy bolt. Once you get all the way to the right side of the volcanic cavern, you'll be in a perfect position to put the Dark Overload out of commission. Face Howard directly to the right, pull out the old Neutron Disintegrator, and fire.

To fire at the Dark Overload, simultaneously press the joystick button and move the joystick to the right.

After each shot the Dark Overload will change colour. And after the third shot, he'll disappear.

To shut down the volcano, walk Howard underneath the lever and, by pressing the joystick button, have Howard jump up and pull down on the lever.

CONTROLS

A = KEMPSTON JOYSTICK
B = CURSOR KEYS
C = INTERFACE II
D = SPECTRUM + 2

KEYS

0 = START/STOP
LRUD = CRSR KEYS
Q = QUIT

PUNCH & JUDY

Punch and Judy is based on the popular traditional seaside show in which you take the role of Mr. Punch. Your task involves constructing the show booth, finding the rest of the cast and finally taking part in the show itself. (A thrill a minute task).

Easy eh? not so because the eight parts needed to build the booths are scattered around the town and must be found and taken one by one to the beach. However certain pieces are too large to be carried through narrow doorways and the tide is slowly coming in. (Oh no; behind you, behind you!)

Once the booth has been built, you must scour the town for the other cast members, hit them (that's the way to do it!) and lead them to the beach. Unfortunately Punch's progress may be hindered by the presence of a snap-happy crocodile or a patrolling policeman, (ello, ello, ello). If you are bitten by the crocodile the tide will come in further. If on the other hand you are arrested, you will be taken to the police station and any object or person you have with you will be taken elsewhere. There are ways of avoiding these hazards! Can you find them?

When the booth and cast are assembled at the beach, the show will commence...(That's the way to do it!)

GAMES CONTROLS

Joystick port 1
F1 - hold & restart
F5 - abort

CONTROLLING PUNCH

Left & right - move Punch left & right
Up & down - move Punch in & out
Up & fire - jump
Down & fire - drop a sausage
Fire - hit

DANGER MOUSE IN MAKING WHOOPPEE

The Challenge

While on holiday in the Cheddar Gorge, Danger Mouse receives a telegram from Colonel K. As suspected Greenback is up to his usual tricks. Not only has Penfold been kidnapped but according to intelligence reports, Greenback and his henchmen are manufacturing whoopee cushions which are to be put under every seat in the U.N., thus causing chaos at the next meeting.

In addition, the Baron has built secret gas manufacturing plants, which must be shut down before DM can discover the location of the whoopee cushion factory. Once inside the factory DM must find a Pointed Imploding Needle, to puncture the cushions and rescue Penfold. On starting, the top half of the screen shows a 3D view of DM's car and the bottom half, a plan view of the streets.

DM must travel the city streets shutting down the Baron's generating stations.

This task is not so easy, as many strange obstacles block DM's way, but by entering store rooms found in the city these obstacles can be avoided and useful items collected. Displayed on the screen are the number of whoopees already produced. When enough generators have been shut down you will be able to foil the Baron's evil plan.

In the final test of DM's resourcefulness, he must leap across the screen, popping the whoopees as they come off the production line with his P.I.N. But beware; if the villainous toad succeeds in making 100 cushions, Danger Mouse looses, and the world suffers a fate too awful to contemplate, not to mention what happens to Penfold.

You'll get 500 points for every cushion you burst, and a 1000 point bonus for every one less than 100 the Baron produces.

So good luck DM - You'll need it, to avoid being blown away by Greenback's foulest scheme yet!

Press B to select either keyboard control or the required joystick.

Press SPACE to start the game.

The keyboard controls are as follows:

O Left	2 Continue Game	P Right	5 Abandon Game
A Reverse Direction	Q Up	0 Fire/Jump	A Down
1 Status Screen			



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