

THING ON A SPRING

Amstrad

Instructions to Play

The evil goblin is wreaking havoc on an unsuspecting world, casting spells and banishing its treasures to his underground factory deep in the bowels of the earth.

How can he be stopped? What can we do? Who can do it? There's only one saviour - our hero - Thing on a Spring!

Our hero has infiltrated the Goblin's factory. He doesn't know what to expect or where to go. All he knows is that there are nine pieces of jigsaw he must collect so that when they're put together, he will have a clue as to how he can kill the evil Goblin.

The Goblin has laid many traps and has forwarned his guards and ghouls that an unwelcome visitor could soon be in their midst. All THING needs to keep going is oil for his spring, which can be found in the factory complex, but beware - as the ghouls and guards are intent on seeing THING seize up and rust!

The Goblin has disguised 5 switches which control gadgets that you must use to explore the whole complex and ensure the demise of the Goblin.

Good luck!

Scoring

Collect Jigsaw	400 points
Oil	100 points
Switch	200 points
Kill Goblin + Time Related Bonus	1000 points

Re-Start Game: **ESC** You'll find it necessary

Music - ON/OFF **F1** Pause on **F2** Pause off **F3**

How to Move

Joystick

Keyboard

Left **Z** Duck & Leap **/?** Right **X** Somersault **Space**

To Re-Define Keys - Press **R** when on Title Page

When on Lift screens, press Space or Fire button to stop lift. Move right to exit at next floor.

Loading Instructions

Press **CTRL** and small **ENTER** together
press **PLAY**

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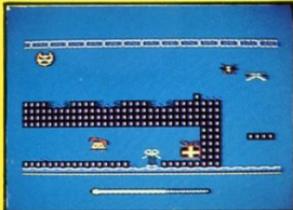
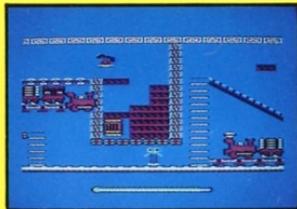
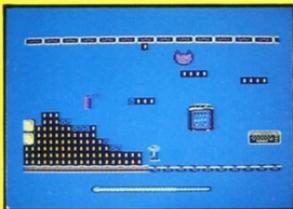
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Complete the magical jigsaw and break his fiendish spell.



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