

DANGER MOUSE

IN DOUBLE TROUBLE

by Martin Sexton

London has been enjoying two weeks relief from the evil activities of the power-mad Baron Silas Greenback. Dangermouse is relaxing in his Mayfair penthouse flat, in a pillar box in Baker Street, reading 'Home Cheesemaker Weekly.' He is just beginning to think that Greenback has given up on his quest for total world domination, when suddenly the video phone crackles into life—it's Colonel K, head of security.

News has just come in from Crocodilian intelligence that Baron Greenback and his gang of international villains have spent the last fortnight in the depths of the jungle. They have been building a 32K RAM DMOS ROM electrically erasable Mega micro-mouse hardware unit.

"Eh. What's that?" asks Dangermouse in surprise. "The letters stand for Robot Artificial Mechanism, Dangermouse Operating System, Really 'Orrible Mouse!" K explains. "In other words, it's an android Dangermouse, and it can temporarily impersonate you and infiltrate our intelligence to help Greenback's quest for power."

The electrically controlled DMOS loading sequence has been initiated and the release is due at tea time—unless Dangermouse can get there in time to stop it!

GETTING STARTED

- 1 Before switching on the Spectrum, connect the joystick (interface) if this is to be used.
- 2 Connect the television to the computer and switch the television ON.
- 3 Connect the cassette recorder to the computer and switch the cassette recorder ON.
- 4 Place the cassette in the recorder and rewind to the beginning.
- 5 Check that the EAR lead is connected correctly and that the volume level of the cassette recorder is set correctly.
- 6 Type LOAD"" (do not leave a space between the quotes), then press ENTER.
- 7 Press PLAY on the tape recorder.
- 8 When the program has finished loading, press STOP on the cassette recorder.
- 9 If the program does not load successfully, try adjusting the volume setting of the tape recorder and repeat the above from step 3. If the problem persists, refer to chapter 6 of the Spectrum Introduction Manual.

CONTROLS

- 1 When the program has loaded, the title of the game will appear on the screen.
 - 2 Press keys 1, 2, 3, 4 or 5 to select type of joystick or keyboard control. Keyboard controls are:
9 AND 1 = up and down
1 AND 2 = left and right
ZERO = fire
Joysticks that can be used are Sinclair (Interface 1), Kempston, Fuller, AGF and Protek.
 - 3 To select an easy game press 0, and for a hard game press 9. The game will now start.
 - 4 Pressing the following keys together will allow you to:
CAPS & BREAK — Return to the title page.
CAPS & S — Turn sound on.
CAPS & Z — Turn sound off.
CAPS & M — Pause the game.
CAPS & N — Continue after pause.
- Note:** The game will go into demonstration mode if the title page is left for about one minute. Press CAPS & BREAK together to return to the title page.

EPISODE 1

FLIGHT TO THE JUNGLE



Dangermouse and Penfold leap into their aerocar and take off in the direction of Crocodilia. But it is going to be a hazardous flight, Baron Greenback has despatched a variety of flying robots to defend his android mouse base. They will try to catch DM's car and stop it from reaching the jungle.

However, each of the robots may be repelled by playing the correct tune from DM's computer controlled juke-box.

The display in the top half of the screen shows DM's aerocar on the left, with the robots coming from the right. Using the joystick, you can move the car up or down to dodge the robots. If the car flies into one of the robots, it will stop it from moving towards the jungle.

The bottom right of the screen shows the view through the car's windscreen.

At the bottom left, above the score, you can see the VDU of the car's computer. This shows the distance to the jungle (in miles) 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 by moving the joystick to the left or right (keys 1 or 2). When the repeller display matches the robot in front of you, it will automatically play the correct repellent tune.

At first, in this section, the robot repeller will operate fully automatically, but after a while, you will have to select the correct robot type yourself. You score points for repelling the robots—the faster flying robots score most.

Watch out for Agent 57 who flies past now and then disguised as one of Greenback's robots but coloured magenta. You score a special bonus if you make contact with Agent 57.

In order to make contact you must move DM's aerocar in front of Agent 57 at the last possible second. If Agent 57 comes on-screen in line with the aerocar, then no bonus is obtainable.

You can also contact with Agent 57 by steering DM's car so that it is not quite lined up with Agent 57 but close enough to collide with him.

The display across the centre of the screen shows a tug-of-war between Greenback and Dangermouse. The numbers at the sides of this display are skill levels which Baron Greenback and DM are going for. You must try to work your way up the skill levels by repelling as many robots as you can. (Every robot repelled causes DM to pull right and every robot missed causes Baron Greenback to pull left.) The higher the level you are on the faster you will fly, and the sooner you will get to the Jungle.

DANGER MOUSE

COMPETITION



Here's your chance to win a fabulous trip to meet the creators of Dangermouse, Cosgrove Hall.

The winner will take a Rolls Royce and helicopter ride from his/her home town to the studio's of Cosgrove Hall where the Dangermouse character was created.

Add to this, lunch, free software and lots of Dangermouse goodies and I am sure you will agree that this is a prize well worth winning.

What you have to do.

Having saved the world on a number of occasions something unusual will happen on one of the screens.

Simply write down exactly what you see on a separate piece of paper, along with your name and address and send it along with this entry form to the address below.

The correct answers received by the closing date will go into a draw. From which the lucky winner will be chosen. Fifty runners-up will each receive a Dangermouse video or Creative Sparks software of their choice.

RULES

This competition is not open to employees of THORN EMI Computer Software nor of Thames T.V. nor Cosgrove Hall, their families nor their relatives.

Entries must be received not later than 29th March 1985.

The draw will be made on the 14th April 1985 by Dangermouse himself and the results of the competition will be published in the various trade journals and will be considered final.

The organisers will not enter into any correspondence regarding the results of the competition, and only winners will be notified.

Each entry must be accompanied by an official entry form.

Name _____

Address _____

Age _____ Computer _____

Creative Sparks, Thomson House,
296 Farnborough Road, Farnborough,
Hampshire GU14 7NU.

EPISODE 2

THROUGH THE JUNGLE

Although DM's aerocar is amazingly versatile, it can't get through the jungle. So DM and Penfold have to get out and walk the last mile or so to the base, through the dark and dangerous jungle.

Using the joystick, (or keyboard) guide DM through the trees and undergrowth. Jump the swamps by using crocodiles as stepping stones. Press the fire button (or zero) to jump. Penfold will (as usual) follow DM.

Greenback has also filled the jungle with a rare breed of black, mouse-eating Pumas. When one of these appears, DM must climb to the top of the nearest tree and do a tarzan call. This causes an elephant stampede and frightens the Pumas away. DM will then climb back down the tree to continue his journey through the jungle.

Monkeys and snakes live in the trees—they are stronger than DM and can push him down the tree if he gets in their way. However, swinging monkeys will lift DM onto their branch.

You score points for successfully leaping a swamp, reaching the swinging monkeys on the way up the tree, and climbing to the top.

If DM is running out of time, he may, in an easy game, jump over the puma and wait for the puma to carry him off to episode 3. He will of course not get any bonus for episode 2. In the hard game the puma will chase him away from the jungle, which ends the game.

WANTED

We are on the lookout for quality software. If you are currently developing original software for the C-64, Spectrum, VIC-20 or Atari and are looking to market it, we would like to hear from you, even if your program is not complete.

We can provide technical backup, game play ideas and should your program be acceptable, we will pay top royalties or buy your copyright.

So get the backing of a major software publishing house behind you, write today to:-
THORN EMI Computer Software
Film House, 142 Wardour Street, London W1V 3AU

TO BE CONTINUED...

EPISODE 3

AT THE ANDROID MOUSE BASE

The Android Dangermouse is being electrically programmed by Stiletto, who operates the On-Off Electrical Control Key (OO ECK). There are only a few minutes to go before the mouse is released.

DM and Penfold arrive at the android mouse base to find the Program Control Box completely surrounded by high voltage flooring. The only way for DM to operate the row of four switches, which he must press to extinguish the yellow lights, is to hop onto them and balance on his index finger. Press the fire button (or zero) to make him jump, move him with the joystick (keys 1 or 2).

Penfold is being chased round the room by Nero, and every time he passes behind DM, DM is knocked forward onto the buttons unless DM executes a well-timed side jump at the critical moment.

A chain of yellow lights moves around a 4 x 4 grid of lights in a fixed pattern.

When DM presses a button, if the light in line with this button and the button that Baron Greenback is pressing is on yellow then the length of the chain of yellow lights is reduced by one. Points will be scored for extinguishing the yellow lights, which depend on the length of the chain; the shorter the chain, the higher the score.

TO SAVE THE WORLD

The Android mouse is disabled when all of the yellow lights have been extinguished. A replay of the whole game (episodes 1-3) is awarded for successfully disabling the Android Mouse but with less time than the previous game.

The game ends when the time runs out.

Hint: The light selected by Baron Greenback and Dangermouse is marked with a filament so that you do not have to watch Baron Greenback's finger—just watch the filament.

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CREATIVE SPARKS

FOR SPECTRUM 48K

DANGER MOUSE

IN DOUBLE TROUBLE



PACKAGING DESIGN BY BLAKE SEARS