

# FastEnders

## PART I THE ARCADE GAME



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**AMSTRAD**

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**BBC/ELECTRON**

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**COMMODORE 64**

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**SPECTRUM 48K**

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## **AMSTRAD LOADING**

Insert tape in the tape recorder, and rewind if necessary. Type RUN'' '' (enter). The game will load and run automatically.

## **BBC LOADING**

Insert tape in the tape recorder, and rewind if necessary. Type CHAIN'' '' (enter). The game will load and run automatically.

## **COMMODORE 64 LOADING**

Insert the tape in deck and rewind if necessary. Hold down the SHIFT key and press the RUN/STOP key. Press PLAY on the tape. The game will now load and run automatically.

## **ZX SPECTRUM LOADING**

Insert tape in the tape recorder, and rewind if necessary. Type LOAD'' '' (enter). The game will load and run automatically.

## **PLAYING THE GAME**

The EastEnders life revolves around Albert Square – this is also the main feature of the arcade game.

You control a small figure, whose unenviable task is to help out wherever (and whenever) necessary. This means doing the washing at the launderette, feeding little Martin Fowler, digging the allotment and a host of other tasks all seen weekly on EastEnders.

The game starts at the main Albert Square and Bridge Street screen. All six game locations are shown on this screen. They are: – the launderette, the Queen

Vic, Ozcabs, the fruit stall, the Fowlers house and finally the allotment.

Also shown at the top of the screen are the scores and the six icons. These icons show the status of each location and are normally green, but if a location deteriorates its icon will turn to amber and then to red. Using the launderette as an example, if too much washing is waiting, the icon will go amber and ultimately to red when there is more dirty washing than floor space.

You may visit the location of your choice by moving the figure to its front door. The screen will then change to show the interior.

## **THE LAUNDERETTE**

Your task in this screen is to do the washing! Baskets of dirty washing are slowly piling up and you have to keep the washers and driers fed. You score points for each basket of laundry you wash and dry.

## **THE QUEEN VICTORIA**

You are helping Wicksy out in this screen. A customer will come into the bar and ask for a drink. You must choose the right glass, fill it with the right drink and finally add ice or lemon as appropriate!

## **THE FOWLER'S HOUSE**

Pauline is doing the cleaning and Arthur is off watching the Wallies, so you're looking after baby Martin! You've got to keep him rocking or he'll start to cry. You can also score bonus points by feeding him when his bottle is full of milk.

## **THE ALLOTMENT**

Your job here is to do the weeding. Cut the weeds before they reach the top of the screen, but make sure you don't cut Tom's prize dhalias!

## **THE FRUIT STALL**

Visit the fruit stall every now and again to see how much fruit is left. If any of the fruit is low, then go to the phone box and order more from the wholesaler. That should keep Pete happy!

## **OZCABS**

When the phone rings, go round to Ozcabs and take the call. Then you must direct Ali in his cab from points 'A' to 'B' on the wallmap. The faster Ali completes the journey, the more points you get.

As the game progresses, everything will get faster. More customers will come into the pub and the weeds will grow faster! This means that you can score more points, but you must be much quicker to do so. If you make mistakes (such as drying the washing before you wash it) you will lose points, so be careful! Make sure you keep as many people happy for as much of the time as possible, otherwise the game will end. Good Luck!

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