

# KONAMI'S MIKIE

## MIKIE

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Help Mikie get the message to his Girlfriend. Join him in high-jumps at school and outwit the Teacher, Maniac Janitor and Chef. Loads of fun and excitement in this computer arcade game!

## LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD"" <ENTER> (Note there is no space between the two quotes). The "" is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult chapter 6 of your manual. Now press PLAY on the recorder.

The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone control up until loading takes place.

## THE GAME

Move Mikie through the school by collecting all the hearts in each section (Classroom, locker room, canteen, gymnasium and

finally in the schoolyard).

Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move on to the next area.

There are two types of hearts to collect

(1) Single hearts – To be found on the floor and under stools.

To collect these you must walk over them. (You can bump your classmates off their seats to obtain the hearts with "HIP-ZAP").

(2) Triple hearts – Placed inside lockers and on the top of tables.

To collect these, face the hearts and press "SHOUT" (FIRE) three times. N.B. Flashing hearts give bonus points.

When the message is complete and the bell rings Mikie can move on through the door marked "OUT".

Now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "IN" to continue. You have five lives to begin, but be careful as you are constantly being hassled by those in charge, the Teachers, Chef and Maniac Janitor who get very annoyed when they can't catch you!

## CONTROLS

The game is controlled by joystick or keyboard (which is redefinable) and the direction controls reproduce UP, DOWN, LEFT and RIGHT. Follow on-screen instructions for guidance.

Fire Button = SHOUT

Fire plus Direction = ZAP CONTROL

i.e. for HIP-ZAPPING a school mate stand either to the left or right facing the stool and press the direction and fire together.

Kissing is automatic!

## STATUS and SCORING

On-screen scoring shows current score, lives, message status and what room you are in. High-score is displayed at the end of the game.

|  |                          |
|--|--------------------------|
| Hearts 200 points                                  | Bonus hearts 1000 points |
| Hip-Zap 600 points                                 | Kissing 100 points       |
| Chicken/Ball throw 200 points                      | Door-Trap 100 points     |
| 2000 Bonus points for each room completed.         |                          |
| Mystery bonuses too numerous (can you find them?). |                          |

## PLAYING HINTS

You can stun your pursuer by taking Chickens or Basket Balls and throwing them (in the appropriate screens)

You may become "Stunned" by kissing the dancing girls or from the Traps which lie behind some of the doors in the hallway. Watch out for the Teacher, if he gets really mad he might throw his false teeth at you!

On the 5th screen, in the schoolyard, you finally catch up with your girlfriend and deliver the message. O.K.

You can pause for breath in the classroom by sitting on a vacant stool...but not too long!

GOOD LUCK!



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