

NETHERWORLD

by Jukka Tapanimaki

For the 48K ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128, +2, +3.
Amstrad CPC 464, CPC 664 and CPC 6128.

SCENARIO

You are trapped in another world, a world completely different to the one you know, a world of fantastic structures and strange, wonderful beings, but you are trapped. The only way back into the real world is to collect enough of the local currency to pay your way out otherwise you'll spend the rest of your days continually dodging acid bubbles, dragons and other such creatures.

CONTROLS

On Spectrum and Amstrad a joystick or the following default control keys can be used.

Left = O
 Right = P
 Up = Q
 Down = A
 Fire = Space
 Pause = H (Spectrum)
 ESC (Amstrad)
 abort game = A (when in pause mode.)
 Esc (Amstrad, when in pause mode.)

When in pause mode:

1 = Music volume down
 2 = Music volume up
 3 = Sound FX volume down
 4 = Sound FX volume up
 9 = Music on/off (effects become fuller)
 0 = FX on/off (doesn't interrupt music)

PLAYING THE GAME

Your objective is to collect a set amount of diamonds within a time limit and then exit through a teleport. You have to start the level from beginning only if the time limit runs out.

In a playing area the following features can be found:

- a brick
- a secret door: looks like a brick but has slightly different graphics

- demons:
 these spit
 deadly bubbles



- alien generators:
 spit various nasties



- alien eggs: blast them away if they obstruct your path
- movable rocks: use them to block alien generators, change them to diamonds by pushing them inside a diamond squeezer and use them to change the course of the mines

- diamond squeezer:
 a moving rock when
 pushed into a diamond
 squeezer changes to a
 diamond



- metamorphosis walls:
 if a mine hits one
 of these it changes
 to four diamonds



- scanner mine: follows the perimeter of any object clockwise
- boulder mine: flies in a straight line until it collides with a solid object when it changes direction 90° clockwise
- hover mine: moves vertically (deadly to touch)
- teleport: touch a teleport and press fire button to get a fast transport



- Goat's head – spits acid blood
 (deadly to touch)



- an hour glass: pick it up to get 30 seconds extra time
 After shooting the aliens some of them leave behind glowing icons.

100, 250, 500 – extra points

- demon killer:
 touch a demon to destroy it



- brick smasher:
 collide with a brick to break it up



- surprise bonus: 4 features

1. extra life
2. invulnerability (the ship changes colour)
3. uncontrollable ship (it stops spinning)
4. reverse controls (the ship changes spinning direction)



Avoid the surprise bonus icons if you don't want to gamble!

DISPLAY INFORMATION

1. Amount of diamonds you have to collect
2. Amount of demon killers (maximum 9)
3. Amount of brick smashers (maximum 9)
4. Score
5. Level
6. Armour (maximum 16 shots)
7. Time remaining
8. Ships remaining

1							
2	4	5	6	7	8		
3							

CREDITS

Designed by Jukka Tapanimaki.
 Spectrum and Amstrad version by Chris Wood.
 Spectrum and Amstrad music and sound effects by Dave Rogers.
 Produced by Paul Chamberlain.

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COMMANDES

Sur le Spectrum ou l'Amstrad vous pouvez utiliser soit le manche à balai soit les touches suivantes:

Gauche	= O
Droite	= P
Haut	= Q
Bas	= A
Tir	= Barre d'espacement
Pause	= H(Spectrum) ESC (Amstrad)
Quittez le jeu	= A (en mode pause) Esc (Amstrad en mode pause)

En mode pause:

1	= Volume de la musique baissé
2	= Volume de la musique monté
3	= Volume du son FX baissé
4	= Volume du son FX monté
9	= Musique allumée/éteinte (les effets sonores deviennent plus/moins forts)
0	= FX allumé/éteint (musique non interrompue)

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STEUERUNG

Beim Spectrum oder Amstrad können entweder ein Joystick oder die folgenden Kontrolltasten verwendet werden:

Links	= O
Rechts	= P
Hoch	= Q
Runter	= A
Feuern	= Leertaste
Pause	= H(Spectrum) ESC (Amstrad)
Spiel abbrechen	= A (bei Anhalten des Spiels) Esc (Amstrad, bei Anhalten des Spiels)

Bei Anhalten des Spiels:

1	= Musiklautstärke verringern
2	= Musiklautstärke erhöhen
3	= Soundeffekte verringern
4	= Soundeffekte erhöhen
9	= Musik ein/aus (Soundeffekte werden stärker/scwächer)
0	= Soundeffekte ein/aus (Musik wird nicht unterbrochen)



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