Sub Game Play.

Sub Game 1.   Pete's Pimple.

The object of the game is to clear all of the blocks from a screen by using the bar to bounce the pimple around the screen. At the same time you have to avoid or destroy the oncoming nasties.

Sub Game 2.   Rubbishman.

The object of the game is to navigate through each zone. The zones are split into two sections. In the first section you must control Rubbishman's altitude with the joystick in order to fly over hazards or under bridges etc. There are a number of objects that cannot be flown over and these will cause the loss of a life if touched. In general you should fly at ground level as much as possible. The power meter decreases faster the higher Rubbishman flies. If the meter reaches zero then a life is lost. By hitting the bonus blocks a random amount of power, a random score and occasionally a bonus page panel is awarded. At the end of a zone comes a section where Rubbishman's altitude becomes fixed and the joystick allows him to move forward and backwards as well as up/down (right/left). If the joystick is held in its most forward position then the speed of scroll will increase. A number of objects move towards Rubbishman at varying speeds. The boxes cannot be destroyed so must be avoided. The oil barrels can be destroyed and will increase Rubbishman's power. The nasties can be destroyed.

Any bonus panels awarded will only be added to the store on completion of a screen.

Sub Game 3.   Tom Thug.

You must manoeuvre Tom's Thugmobile around the screen destroying blocks that cover the exits to other screens. Bonus panels are obtained by destroying the bonus blocks. The nasties come in two forms. On entering to a screen there will be a number of zombies, these move around the screen in a random manner and can be destroyed when shot. The homing drones always advance on Tom's Thugmobile. When shot they become stunned for a random period. They will then start up again.

General Instructions.

After loading and prior to a new game, the console screen shows the hi-score/game start page. Pressing 'return' or the joystick trigger will start the game and allow the clock to run. The sub game scores page will drop into view. This page shows the scores of the three separate sub games and also the number of bonus panels. During play you may return to the console screen at any time by pressing 'F1'. If you have any bonus panels in store you may distribute them to the required pages by using the joystick and fire button. By pressing keys 1-9 (or using joystick up-down) you may view the nine magazine pages to see how full they are. To begin play of sub games 1-3 press the fire button while on the relevant page; this will now show the current game score etc, pressing fire again will start (or restart) the sub game.

Pressing the fire button while showing pages 4-9 will display information relating to that page, i.e. while displaying the jokes page you may view jokes by pressing the fire button to cycle through each panel – but only those that have been filled.

The panels for the three sub games pages can only be filled during play for that particular game. Additional bonus panels are held in store and must be placed in the required page in order to register on the 'FILL' meter. The game being over when all pages are full.

Gaining panels.

Petes Pimple. There are 12 different screens – clearing the first 10 will fill the 10 panels on page 1 and for each screen there will be an additional 2 bonus panels with i.e. 20 bonus panels for screens 11 & 12 all 6 bonus panels will be added to the main store. Additional panels are scored at random during play.

Rubbishman. There are 6 different zones. At the end of zones 1-5 2 panels per zone will be filled on page 2. With an additional 2 panels per zone going into the panel store. Completing zone 6 will produce 4 more panels for the main store. Clearing the rubbish pile within a zone will add 2 more bonus panels. Additional bonus panels are scored at random during play.

Tom Thug. In this sub game you must search through the network of interlocking screens searching for the bonus panels.

B... Bonus panel
P... Page panel
S... Random score
L... Extra life
?... Random life
or bonus score
KEY... Needed to finish score.

The game must be completed by the copy date i.e. by midnight 6th July. The main clock keeps running throughout game play/console screen display etc... If you lose all of your lives on a sub game the main clock is advanced by a number of hours. You always return to a sub game at the screen/zone that you left it or where you lost your last life. You may leave a sub game, return to the console screen with 'F1' and then restart another sub game if you wish. When you return to the original sub game it will be at the start of the screen/zone where you left it.