



SPECIAL DELIVERY

It's Christmas Eve and Santa has overslept. His alarm clock has failed to wake him up and now he is in all sorts of trouble.

He only has five hours before all the children wake up to deliver his gifts, and he does not have enough presents to give to all the eager children.

All of a sudden he has a great idea! His helpers will help him by dropping presents from the clouds where they live. So off he whizzes on his sleigh drawn by his loyal reindeer to make his special delivery.

Help Santa to collect the presents and land safely on the roofs of the houses to deliver his gifts to ensure all the children have a Happy Christmas.



GETTING STARTED

- 1 Before switching on the Spectrum, connect the joystick (Sinclair, Kempston, AGF/Protek or Fuller) 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

Press the fire button to change the skill level which is shown by the target number.

Move the joystick to start the game. Santa is moved up, down, left and right in the normal way.

RULES

- 1 Santa must first collect presents which are dropped by his helpers from the sky.
- 2 Obstacles such as clouds and mountains must be avoided. If Santa does collide with a mountain, cloud or other obstacle, he will lose a present from his sleigh.
- 3 If Santa's sleigh is hit by a lightning bolt then he will lose an hour.
- 4 Presents dropped by the Red Devil must also be avoided as these will cause one of Santa's presents to be lost.
- 5 The object of the first phase is to collect, into Santa's bag, as many or more presents than the target number.
- 6 If Santa fails to do this he will not have the chance to drop all of the presents down the chimneys of the large houses. Instead he will have to drop presents down the chimneys of the small houses until his bag is empty.



7 If Santa collects enough presents (that is equal or greater than the target) then he will be able to visit one of the large houses. He must land safely on the roof.

8 Once Santa is on the roof he gets off his sleigh and climbs down the chimney. Now he must avoid the fireballs coming up the chimney and the snowballs travelling down. If Santa fails to avoid these hazards then he loses one hour.

9 If Santa reaches the bottom of the chimney he must then place the presents in his bag under the Christmas tree. Then he must pick up the key, find the back door and make a quick exit. He must avoid coming into contact with the sleep-walking children, who would wake immediately. If this happens then Santa loses another hour.

10 Moving the joystick left and right will move Santa from side to side across the floor. To go up and down the ladders, move the joystick up or down accordingly.



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.

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CREATIVE SPARKS

FOR SPECTRUM 48K

SPECIAL DELIVERY

SANTA'S CHRISTMAS CHAOS

PACKAGING DESIGN BY BLAKE SEARS

