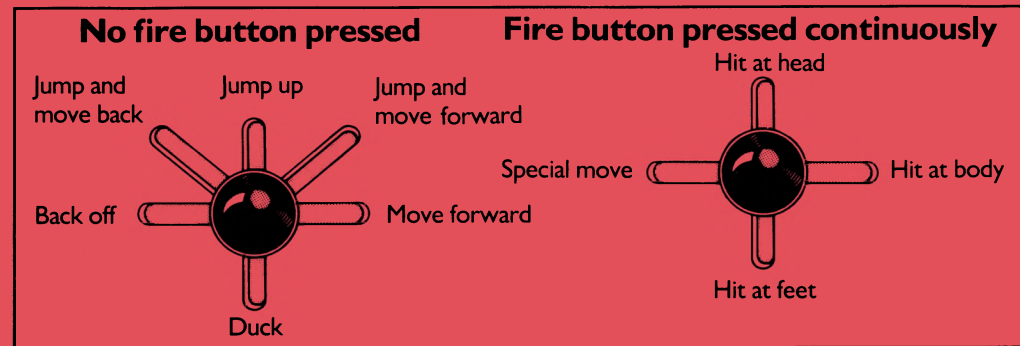


Fighting

This is the most confusing bit. Ronnie got completely lost here and even Maggie took 5 seconds to understand it.

Joystick Moves



All this assumes your chosen leader is facing to the left. If he/she is facing to the right, the moves are mirrored so, "Hit at Head" stays the same, but "Hit at Body" goes to the left. Got it? Told you it would be confusing, but it's not that difficult to master.

Special Moves

Each leader has their own special move. No clues here – it's up to you to find out.

Keyboard

The Amstrad and Spectrum versions can be played with the keyboard instead of the joystick. Just follow the instructions on the screen.

Sidekick

Sometimes it gets all too much fighting out there on their own, so each leader has a sidekick to help out. During any fight, press Space Bar and see who appears. They can come back time after time

What the famous say about this wonderful game . . .



SPITTING IMAGE

INSTRUCTIONS

If at any time you find Barry Manilow in this game or if you should have any other problems with Saving the World or Loading the program then call Domark's customer Hotline on 01 780 2224.

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Credits: Original Concept: Mark Strachan and Dominic Wheatley. Designed by Geoff Atkinson of Spitting Image and Paul Holmes of Domark. Artistic support by Paul Cemnick of Spitting Image. Music composed by Phil Pope for Spitting Image, programmed by David Whitacker for Domark. Eight bit versions written by Walking Circles, sixteen Bit versions written by 'Acid' Steve Bak.

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SPITTING IMAGE

SAVE THE WORLD!

Within the next seven years a world war will take place. A war so great that even the Swiss will get involved this time. A war so terrible the Italians have already surrendered. One leader will emerge from this war to rule the world.

It is your task to stop this leader and SAVE THE WORLD.

Playing Spitting Image

1

First Bits

After the game has loaded there is a brief introduction before it gets down to the business of presenting the player with the humungous task of saving the world. Press fire if you want to skip the introduction.

2

Map Bits

Next comes the map screen which is central to the quest of destroying the credibility of the world leaders. Using the joystick, select the leader you would like to rule even less than all the other leaders you wouldn't like to lead either. This will be the leader you are about to beat up. Next choose the leader who you would like to do the beating up. This will be the leader you will control.

From there you will be flown instantly to the home territory of the target leader. To comply with the new 1992 EEC regulations, there will be no duty free goods during the instant flight.

3

Ouch Bits

To defeat your opponent you must win a 'best of five' series of fights. If you lose then you are a humiliating failure. The kid down the street did better than you and he's only been playing computer games a week and probably his mum could even beat your score and get to write her



Gorbachev has great fun "getting on down man". Favourite hobbies include dressing up in the latest in flared jeans and kipper ties. Watch out though, because Gorbie has turned John

Travolta's dance moves into a deadly martial art that he uses to violent effect. Keep an eye out for wife Raisa while fighting this radically hip world leader.



Thatcher is a particularly vicious leader. Armed with her boxing gloves she'll biff her way through the toughest opponents. Dennis pops in to lend a hand so keep your eyes out

for low flying gin bottles. But contrary to popular belief Maggie is not invincible. Nevertheless, definitely not an opponent for the faint hearted.



The Pope is quite jolly as usual. He really isn't intending to hurt anyone, its just that with all the frantic banjo playing he can get a little clumsy. He has a few Cardinals in the band

so watch out! Remember to get 'tuned up' before giving JP a hard time.



Ronald Reagan has had to stand down from being President of the US. His new job? Promoting the latest hamburger chain 'Ronnie's'. Dressed up in his clown outfit, Ronnie is

back pulling the punches and inviting to all to large fries and a milk shake. A real Ronnie's Hamburger* is around to make your life a real misery. Please call again.

*100% anything except beef.



"A busy day can take it's toll, so when I get home I let my beard down. Messing around with glove puppets is great fun, unless of course you have been caught for shoplifting a

couple of times. All in all, I get great job satisfaction - I'd hate to be stuck on a prayer mat all day."



President Botha is a very nice man.*

*Report compiled under the South African Reporting Restrictions.

name above yours which would be really embarrassing if your friend saw it and you'd have to keep making excuses if they came round to your house and wanted to play the game because you'd have to say something like "Oh it's broken" and they'd say "it doesn't look very broken to me" and switch it on and see your friend's mum's name above yours and you'd have to pretend it was a joke but they wouldn't believe you and they'd go round telling everyone what a lousy score you got and your parents would be so ashamed they'd pretend to be dead just to get you put in an orphanage where they wouldn't have to see you. And if you take our advice, then you'd throw the game away and pretend you'd never played it.

4

Incredible Bits

If however you win the series then the target leader will have lost all credibility. You will then be sped back to the map screen where a skull will be sitting in place of the leader you have just beaten. From there you must once again pick two more leaders, and providing you keep winning then the show goes on! You may be wondering what happens when you are left with one leader. Well we are not going to tell you.

On some cassette versions of the game, you may be asked to load world leaders before the fight starts. Follow the on screen prompts.

Two Player Game.

If you wish to have a bash with a friend then move the pointer on the map screen to the '2' icon and press fire. You can then choose which leaders each will use. The fight works as the usual best of five - how ever you cannot save the world.

Loading Instructions

Spectrum 48K Cassette: Load "" and press Enter, then start tape.

Spectrum 128K/+2 Cassette: Use "Tape Loader" option from start up menu, then start tape.

Spectrum +3 Cassette: Use "Loader" option from start up menu, ensure disk drive is empty, then start tape. Disk: Place disk in drive, and use 'Loader' option from start up menu.

Commodore 64/128 Cassette: Hold down SHIFT and press RUN STOP key, then start tape. Disk: Insert disk, type LOAD ""*, 8, I and press RETURN.

Amstrad Cassette: Hold down CTRL and press the small Enter key. Disk: Insert disk, type CPM and press Enter. (i is obtained by holding down SHIFT and pressing @)

Amiga/Atari ST Reset machine and insert disk.