

# KIDS' PACK

## POSTMAN PAT

Postman Pat now comes to your computer screen in this highly entertaining and colourful arcade game. The game has an easy version suitable for younger children and a hard version for the serious gamer, this option chosen from a menu when the game has loaded.

### THE GAME

It seemed like just another day to Pat as he climbed out of his bed. Little did he know that he would be rushed off his feet by all the work that faced him this morning as he did his round of Greendale. Parcels, letters and all sorts of odd jobs would keep him very busy. You can help Pat and lead to get the job done by guiding his van around the village.

You start the game by finding the Post Office where Mrs. Goggins will tell Pat what he must deliver. It will be either a number of letters or a parcel for one of Pat's friends. You can drive around the village (and can reverse if you need to turn around) in order to find your friend's house and deliver the parcel. Letters are delivered to the houses which flash as you pass them. To deliver a letter just press the fire button as you pass the house. If you miss you have to get Pat out of the van using the fire button and guide him to pick up the letter and then try again.

If Peter Froggs' sheep get loose you can help him by herding the sheep back through the gate (you must find them yourself!).

Watch out for oil slicks on the road and try not to knock over Miss Hubbard who is very unsafe on her wobbly bike.

Because Pat is such a busy chap you have only got a short time to complete all your tasks. If you run out of time the game is over.

**CONTROLS:** Joystick only. RESTORE – Abort Game.

### DEFAULT KEYS

N – Up	A – Down
O – Left	P – Right
SPACE – Fire	ESCAPE – Abort Game

You can select Joystick or Keys from the main menu for Amstrad and Spectrum versions

## SOOTY & SWEEP

### "IZZY WIZZY LETS GET BIZZY!"

There's always trouble when Matthew goes out. This time he has left Sooty in charge until he returns. Unfortunately Sweep has been up to his old tricks and not only left his dirty old bones all over the house but has left the door to the garden open and all the creepy crawlies have got into the house.

Sooty and Sweep will be in big trouble if they don't clear up all the bones by the time Matthew gets back.

Luckily Sooty has his magic wand out and Sweep his water pistol, (in the 2 player game). They decide to find all the old bones and ask Soo to help to collect them. As Sooty and Sweep collect the bones they give them to Soo who puts them in the basket. Some of the bones have been left in the most awkward places and Sooty must be very careful when he tries to get them.

The creepy crawlies that are in the house will try to catch Sooty and Sweep. They can be avoided by jumping over them or stunning them with either Sooty's magic wand or Sweep's water pistol.

Around the house there are useful items to help Sooty and Sweep –

**Keys** – for locked doors.

**Sticky buns** – which attract all the bugs in a room.

**Magic boxes** – for re-charging Sooty's wand.

**Bottles of water** – for re-filling Sweeps water pistol.

**One player** – You can either be Sooty or Sweep. Just move the pointer to who you want to be.

**Two player** – Player one is Sooty and player two is Sweep. Each player has a separate score and is out to get a higher score than the other. You can do this by snatching bones off each other or throwing Custard Pies... splat! ... and the other player will drop the bones.

### KEYS AND CONTROLS

CBM 64 – Joystick only	ENTER – Activate Special Object
SPACE – Fire	
SPECTRUM AND AMSTRAD	
Q – Up	A – Down
O – Left	P – Right
SPACE – Fire	ENTER – Activate Special Object

To go up stairs on the C64 version jump at bottom, on spectrum when on a stair pull down. To go down stairs on spectrum position player on stair and pull down. C64 does it automatically.

## COUNT DUCKULA

### NO SAX PLEASE – WE'RE EGYPTIAN

Count Duckula and his faithful servants Igor and Nanny have transported themselves and their castle over to the land of the Pharaohs, Egypt. There they decide to search for the mystical Sax, an ancient saxophone with strange magical powers. They know that the Sax is hidden somewhere in the tomb of the great Pharaoh Upanatam, a gigantic pyramid in the middle of the desert. What they do not know is that they have also brought along some unwanted guests in the shape of the Crow Brothers.

Duckula must explore the pyramid, solving puzzles and collecting useful items while keeping an eye out of wandering Mummies and Crows. With Igor keeping an eye on the time and Nanny keeping an eye on Duckula he must find the mystical Sax before the dawn breaks in Transylvania and the castle returns his home.

You control Duckula, you must avoid the Mummies, falling rocks and the Crow Brothers.

If you are touched by any of these then you are "frozen" and the clock advances by 1 hour.

Duckula can pick up various really useful items, if you don't want an item then Duckula must jump over it. Duckula can carry up to 3 items. When you wish to use an item then press the keys 1, 2 or 3 to correspond with the wanted item.

### THE ITEMS

**Keys** – Used to open doors, unless Nanny has smashed through. A key can only be used once.

**The Ankh** – If Duckula uses this it will put the clock back 3 hours giving more time.

There are other special items in the pyramid which can only be used in certain places. It's up to you to discover what they do!

### THE CHARACTERS

**Nanny** – Has a habit of walking through walls, well why not? Doors are boring and she's not too bright. Fortunately this will help Duckula get about the castle.

**Igor** – Will feed Duckula with delicious broccoli sandwiches. Duckyboo's favourite.

**The Crow Brothers** – These dopey villains are climbing up the inside of the pyramid and falling down, don't let them touch Duckula.

**Mummies** – Avoid them, jump over them or run away.

**Rocks** – Watch out they hurt.

**Bats** – Yuk Yuk how annoying they lose you point if they touch Duckula.

Good Luck Gamers.....

Remember:

**THERE'S NO ONE ZANNIER IN TRANSYLVANIA!!!**

### KEYS AND CONTROLS

CBM64 – Joystick only	
SPACE – Jump	
1, 2 or 3 – Use Object	
SPECTRUM AND AMSTRAD	
Q – Up	A – Down
O – Left	P – Right
SPACE – Jump	1, 2 or 3 – Use Object

## THE WOMBLES

It is a normal day at the Wombles burrow. Orinoco is very hungry, Wellington is outside dodging the human beings. Great Uncle Bulgaria is hoping that someone will have dropped a copy of today's 'The Times'.

It is time for the young Wombles to go out onto the common to find the litter. Great Uncle Bulgaria gives them a special task to look out for a copy of 'The Times' and to bring it back as soon as they can. Tobermory tells them that he will also be out and about and will need them to find various items for the new marvellous invention that he is working on. He gives them the usual warning "... Watch out for the human beings!"

When the game starts you take control and move Orinoco around the common. He starts the game with three pies for his tea. If you do not work hard Great Uncle Bulgaria will confiscate the pies. If all three pies are confiscated then the game is over. You can see

## LOADING INSTRUCTIONS

### Commodore C64

Press SHIFT and RUN/STOP keys together then press PLAY on the cassette

### Amstrad

Press CTRL and small ENTER keys

### Spectrum

Type LOAD\*\* and press ENTER then press PLAY on the cassette

an overhead view of the common which will help you to find your way about if you get lost. You will see markers to show your position, Wellington's position and the position of any human beings on the common.

You must try to find and pick up three different objects but watch out for those human beings!!!!

**1. LITTER** – this is blowing about the common. You must press the "pick-up" key as the litter passes over Orinoco in order to pick it up. If you are successful you will earn bonus points. If you are unsuccessful then the litter will carry on off the screen. Note that you can press the "pick-up" key only once for each piece of litter so time it carefully.

**2. TOBERMORY'S SPECIAL ITEM** – Tobermory's special item will appear at the top of the screen and will ask you to find a special item for him in a short time. The race is then on between yourself and Wellington to be the first to find the item. The time left to find the item will be counting down on the screen. If Wellington finds the item first then Orinoco will lose one of his pies. If you find the item you will earn a big bonus but if it is not found at all before the time runs out then the game is over. Whoever finds the item then takes it over to Tobermory who will be somewhere nearby.

**3. THE TIMES** – this is the ultimate aim of the game. You have to find a copy of 'The Times' and return with it to the burrow. When you or Wellington finds the paper you must both head back to the burrow as quickly as possible. If Wellington has found the paper then you can chase him and try to get the paper off him but if you have found it will be trying as hard as possible to get it from you. If you get back to the burrow with the paper you will earn a big bonus.

### THE CHARACTERS

**Orinoco** – the hero of the game. He is a fat greedy Womble who only works because if he didn't he would miss his dinner.

**Great Uncle Bulgaria** – is in charge of the burrow. He looks after the others and encourages or chastises Orinoco as necessary.

**Tobermory** – the inventor Womble. He will set tasks for Orinoco by giving him an item to find in a time limit.

**Wellington** – Orinoco's great friend. He is also out looking for Tobermory's items.

**Madame Cholet** – the Wombles cook. She will reward Orinoco if he finds the items.

**The Human Beings** – there are several human beings wandering around the common. The Wombles must avoid them at all costs.

Good Luck!!!!

### REMEMBER YOU'RE A WOMBLE

### CONTROLS

CBM64  
Use a joystick in port 2. Fire to pick up  
SPECTRUM/AMSTRAD  
 Kempston or Sinclair joystick with fire to pick up or:

Q – up	A – down
O – walk left	P – walk right

Space – pick up

ALL VERSION USE:

S – Pause	K – Abort
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## SUPERTED

### THE SEARCH FOR SPOTTY

This is going to be a tough mission for our superhero – Superted. His best friend Spotty has been kidnapped by the evil and tricky Texas Pete with his henchmen Bulk and Skelton.

Luckily, Spotty is carrying a homing device which he manages to switch on before being bundled into Texas Pete's car. You must help Superted rescue Spotty. Remember Superted is no ordinary bear, he has many special powers – not least of all he can fly!

The game will start with Texas Pete's car shooting off the screen and then Superted will be under your control.

You can make Superted fly by pushing the joystick up, and can control his speed by pushing the joystick right to speed up or left to slow down.

Take care as you chase after Spotty because Superted will be attacked by Texas Pete's evil forces. The only way to get away is by knocking them out of the way by punching them using Superted's super strength. You do this by pressing the fire button as the bad guy reaches Superted. You must time it very carefully otherwise you could lose a life, if the bad guy gets you (shown by the small heads in the bottom panel).







